

YEAR-END
SPECIAL
ISSUE

TOP 10 PREDICTIONS FOR 1998

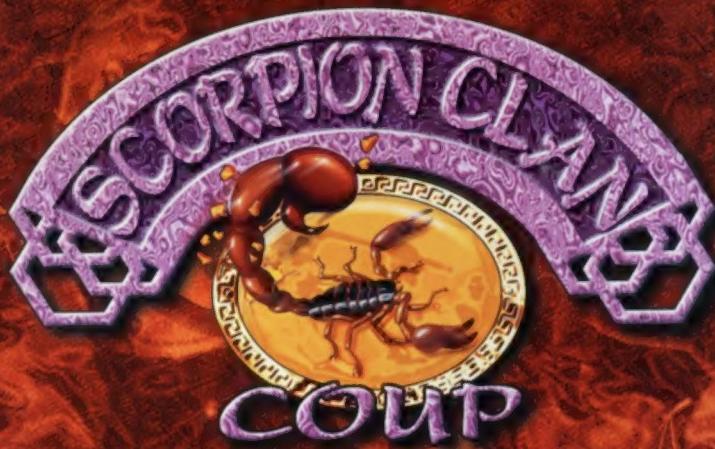
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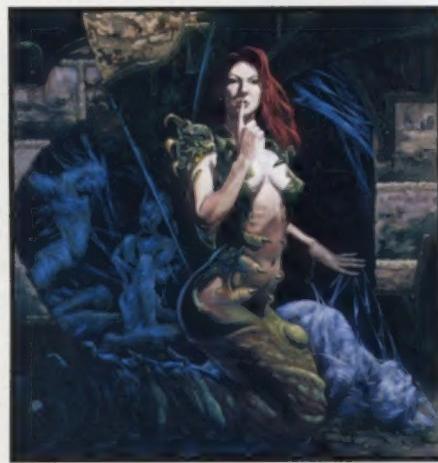
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INsideQUEST

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On the Cover

Alan Pollack delivers this month's "Caterpillar Woman" cover in style. Would you believe we commissioned this piece eight months ago? For details on how an actual issue of *InQuest* is put together, check out PAGE 50.

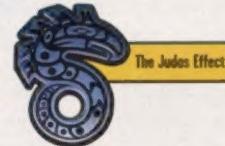


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EIGHTEEN



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BEHIND the LINES

Wishes & Fishes

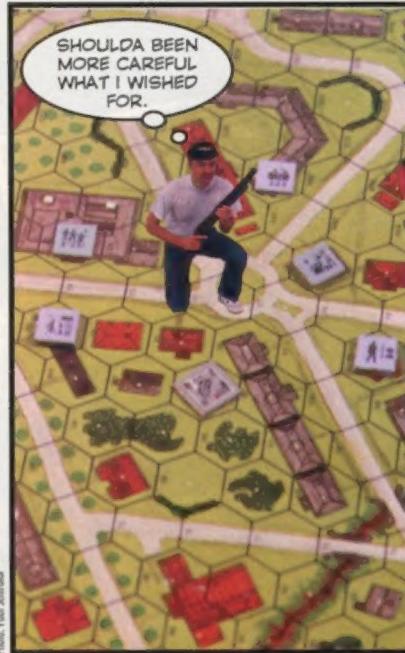


Photo: Paul Schubert

Admit it. You made a Christmas wish list. You may not have posted it to the North Pole, but you made one.

I stopped attaching stamps to mine a few years back; heck, nowadays I don't even write them down anymore, but I still make 'em in my head. This being the land of plenty and all, I don't wish for things so much as I wish for intangibles like these:

- I wish I could always remember to play cards in the proper order in *Magic*—creatures after Wrath of God.
- I wish I could solve even the most devious "Dead Man's Hand" Jeff Hannes comes up with—in 30 seconds!
- And I wish I had a picture of Jeff's face after I solved several in a row.
- I wish gaming was found to be good physical exercise and I'd get to produce "Jane Fonda's Magic Workout" video—even better, "Tia Carrere's Magic Workout" video.
- I wish folks in the game industry would lighten up. The fact that some games suck created quite a stir this year when *InQuest* put names to a slew of games that were ill-conceived or poorly executed: Precedence Publishing pouted, Myrmidon was miffed, Wingnut wounded, *Imajica* incensed and Raven (as in C.S. McCracken) wrote of retribution. Talk about killing the messenger. You made a lousy game. Get over it.

- I wish AOL worked as advertised.
- I wish people would stop giving Apple Computers money so they'd go out of business and *InQuest* would get real PCs.
- I wish I'd rolled snakeeyes on my last roll during the finals of the Kansas City ASL tournament.
- I wish my eyes didn't hurt after staring at *Civilization* for 20 straight hours.
- I wish I'd never played *J.E.D.* and used the time for something fun.
- I wish my neighbors were all gamers and that they felt like playing whenever I did, even late at night.
- I wish everyone bought two copies of this issue of *InQuest* and wrote in to say it was because of the new managing editor.
- I wish I had a hammer. Not for hammering all day; I'm thinking a solid-gold sledgehammer so heavy it takes a forklift to move.
- Right now, I wish I didn't have to come up with something to do with fish so the headline makes sense.
- I wish I hadn't spent most of my life playing games and had concentrated on that engineering degree so I could move out of the garage and be part of the "real world." Yeah, right. ;)

Hope you all had a great year and find plenty of good games under the tree/candleholder/whatever this holiday season!

NOT SO VITAL STATISTICS: Tom Slizewski

0 tattoos
unnatural holes in body
tolerance for jerks

1 rice rocket
kitty cat
love of my life



The American
Association for the
Advancement of
Thaumaturgy

2 siblings
books written
dozen eggs in fridge

3 hundred games in current collection
parachute jumps
sides in a triangle

MASTHEAD

the little elves who make *InQuest*

EDITORIAL

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InQuisition

HOLIDAY SPECIAL

Seasons greetings, fellow Floppers, Chuckers and Fluckers! Welcome to a special edition of "InQuisition." As the year closes, there's plenty on the minds of gamers: persecution by thin-skinned religious nuts runs rampant and Wizards of the Coast threatens to eat the world. We figured we'd solicit letters from some of your industry favorites and get their opinions on the year gone by. Let's start off with someone you may know...

MONKEY RANCHER OF THE MONTH

I had a great year. My personal game design has moved away from standard trading card games, and I've been doing more work in board/card games, roleplaying games and network games. I think we'll see some of these next year. I'm happy not to be working on trading card games because six years and four published designs have left me looking for something different.

And, of course, I've been toying with some investments in monkey ranches.

Richard Garfield
Creator of Magic: The Gathering
Renton, WA

May I apply for a job as a cage cleaner?

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

JAMES BRYAN

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207 Quaking Aspen
Marietta, PA 17547
Likes: Magic, Star Trek: TCG,
Lunch Money

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ANDRE THEODORE

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Jakarta 11620, INDONESIA
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Dragon Dice

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Palmer, AK 99645
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Likes: Magic, Middle-earth

SISSE FRIES

Age: 14 Sex: Female
510 C Street NW, Apt 2B
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Likes: Magic, AD&D



Photo: Everett Collection

BEELZEBUB'S TEA PARTY

1997 found games once again under attack. The fundamentalist Christians will never, *never* accept any game that has magic, demons and the like. These people will attack CCGs and RPGs with such elements forever. On the other hand, they will never buy one either. So the answer to their attacks is not to speak to them.

To effectively counter their narrow view of such games, publishers and game fans must speak to a wider audience. When the buzz words "Satanism" and "occultism" are removed, there is no substance to these attacks. A compare-and-contrast treatment might serve. For instance, you might define "occultism" using the detractors' own terminology, then compare and contrast that definition to the games under attack. What is "hidden" in these games? Do they employ real magic? Or do they "magically" entertain millions of bright

young people? The answers are clear, and the attacks can be shown for what they are: pure rubbish and intellectually foolish arguments.

I also wonder why publishers haven't brought forth the studies—there are three that I know of—that show the incidence of violent antisocial behavior among teenage RPG players is perhaps 100-400 percent less frequent than the general teenage population. That seems to me a very telling thing.

Gary Gygax
Co-creator, Dungeons & Dragons
Lake Geneva, WI

There's a word for a person who believes CCGs and RPGs are dangerous, but I can't quite remember what it is. Lemme check the dictionary... "nickel"... "nitrogen"... oh, here it is: "nitwit."

The efforts at curbing or banning CCGs and RPGs are primarily put forward by

people with very real concerns—people who are genuinely worried about their young people. However, our mass media tries to convince us that any problem can be completely understood in a three-minute television segment. Thus, I believe people have begun looking for quick and simple answers to their problems, and—more often than not—quick and simple targets on which to lay the ills of our complex society. This doesn't mean their concerns aren't valid; it just means they're looking for easy targets to blame. It is important that we reach out to these people and their real concerns rather than try to circle the wagons against them.

If there are people out there angered about RPGs, then we are doing something wrong in our games. The truth is, they *should* be concerned about RPGs. The things that happen in our games aren't "just pretend," but actually influence the way we think and act in our lives. We need to be responsible for what happens in our games, insuring that they reflect the morals and ethics we live by. And if we don't have morals and ethics, then we need to seriously re-evaluate our lives.

Tracy Hickman
Co-writer of "Dragonlance" series
St. George, UT

True. But I don't find self-righteous opportunists who crap all over RPGs to be particularly ethical, either. Hey, wait a sec, someone heard us talking to Tracy...

I would like to see more about Tracy Hickman in your magazine. She is my favorite writer. I bet she is a babe.

Trent Smith
Chicago, IL

Well, you're wrong about the gender—"she's" a guy. But you're right about the babe part. Now, back to the God Squad.

Why is it that religious groups are quick to condemn games with references to the occult, but take no issue when small appliances make

similar references? I thought of this while vacuuming with my Dirt Devil.

Jerry Martin
Longmeadow, MA

And what about Hellman's Mayonnaise? Or Hamburger Hell-per?

FUTURE OF ROLEPLAYING?

I believe the number of roleplayers in five years will be 10 times as big as it is now. Most of those roleplayers will be doing it online though. The Internet can solve the big problems of gaming: finding opponents and making gamemastering easier by helping with bookkeeping, setting up adventures and running combat. Roleplaying companies need to expand the scope of their business to encompass online environments. Eventually, publishing books will be only a small part of the RPG business.

The Internet will make roleplaying accessible to a mass market. They won't be called "roleplaying games" perhaps, but we'll know them when we see them.

Steve Peterson
Co-founder, Hero Games
Aptos, CA

I've found it's much easier to attract players to an online gaming session if you identify yourself as a cheerleader.

TSR OF THE COAST

As someone who's written and worked for TSR quite a bit, I think WotC's purchase of TSR is a good thing. TSR killed off a lot of their best ideas before they had a chance to bloom. Of course, WotC's done the same thing. Maybe given their much broader fan base and their growing marketing muscle, WotC will let some new products shine through.

What everyone's really worried about is the effect all this will have on the distributors. Conventional wisdom is that most will go under. Unfortunately, since distributors rarely pay their bills, they'll

KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON.



Gaming being targeted by religious freaks is only going to increase as the millennium approaches and more people realize that the American Dream consists of finding someone with too much money and suing them. Now that Wizards of the Coast is the industry, I'm hoping they have the chutzpah to countersue those Bible-biters. Sue them for slander or defamation of character or restraint of trade or white slavery or whatever. WotC has millions of dollars at their disposal, so they can crush those [expletive deleted] like ants. Impound their property! Garnish their wages! Have them audited! WotC has the money—they'll win!

Three-year-old children know that's how it works in this country so WotC should use their power for the greater good, and make sure that every single one of these self-appointed basement Torquemada's ruination is covered extensively by the media. I want to see follow-up stories that show them swilling gin as their children are being taken away and how they have to live in dumpsters and bite the heads off chickens for a living.

Anyway, as for non-industry fun, the best time I had all year was going to China and walking on the Great Wall. Also, we redecorated our bedroom.

Phil Foglio
Seattle, WA

Phil designed the adults-only XXXenophile CGG, which means he can legitimately claim his bedroom as a business expense.

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Masheen

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Alamogordo, NM 88310
Likes: Magic, Vampire

MORE LETTERS

likely drag a lot of game companies down with them.

Shane Lacy Hensley
Designer, Deadlands
Blacksburg, VA

If the game biz goes down the tubes, I hear they might be hiring at Garfield's Monkey Ranch.

My reaction to TSR becoming part of WotC? It is a blow to competition. It is tough on a lot of good people faced with uprooting their lives in Wisconsin. And it means TSR may now be subject to a different attitude. On the other hand, we would all be hurting if TSR was gone forever.

Actually, I was more saddened to hear of WotC picking up Five Rings Publishing. Here was a small company doing well with good material, and now they are no longer providing healthy competition. Come on, you guys, doesn't the word "monopoly" mean anything to you? To me, it is a sign that the infection of big business greed has really beset our industry.

Randy Asplund-Faith
Fantasy artist
Ann Arbor, MI

It's always disconcerting to see the big fish gobbling up the little fish. Still, there seems to be an ample supply of the little fellers. Why, here comes one now...

DECLARATION OF INDEPENDENTS

Most people never get to live out their dreams, which is why I'm happy to get my chance. I've spent the last few years investing countless 70+ hour work weeks, lots of mental stress and \$40,000 into my little independent game company—all with the potential for financial ruin. But I wouldn't give up the opportunity for anything. My company's first roleplaying system, *The Everlasting*, just had its first release. The adventure of breaking into the industry is both wonderful and scary.

When I look at the RPG industry, I see a lot of good products, but I also see a reluctance among big companies to change and improve. Consequently, RPGs have remained essentially the same since their inception. I think the problem lies in the fact that most big companies do not properly respect and reward creative people. Few big companies are

risk-takers; they've sewn up their niche in the market, leading them to turn out more of the same kinds of material. Fortunately, the market is composed mostly of open-minded consumers, some of whom will give games by small companies a chance.

Steven Brown
President, Visionary
Entertainment Studio
La Grange, GA

For your sake, I hope you're right. But it never ceases to amaze me how many big, brave players are too chicken to take a chance on a new game. Cluck, cluck, cluck...!

DEAR DIARY

December 31, 1996

Finished *Soulforge*, my latest book, and sent the manuscript to TSR. Editors can't read it because electricity has been shut off. Sending flashlight.

March 15, 1997

Called TSR to find out if they're ever going to pay for *Soulforge*. No one in accounting can come to the phone. They're learning to play *Magic*. Sending attorneys.

April 1, 1997

Called TSR to find out if they'll return *Soulforge*. Peter Adkison answers the phone. Says he was just passing by and heard it ringing. Sending someone out to buy *Magic*.

January 1, 1998

Called TSR. "Sorry, your call cannot be completed as dialed..." Sending flowers.

Margaret Weis
Co-writer of "Dragonlance" series
Williams Bay, WI

Black Lotus, perhaps?

SHOWDOWN

Rick Swine (I refuse to call you Swan, because it's such a girly name. I mean, who would use a member of the duck family as a last name?), what's really on my mind are all those no-name CCGs that no one plays like *Sim City*. There are about four decent CCGs—*Magic* being the best of all—with the rest being pitiful excuses for kitty litter. Too many leeches are trying to get rich.

By the way, I love your humorous letters to different places ("In Search of..."). Do you really send them? Or are they just made up?

Timmy Mitchell
Wilmington, DE

IN SEARCH OF...

Christmas Presents



RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: Santa Claus
c/o Old Orchard Mall,
Skokie, IL
FROM: Ricky Swan, good little boy

Dear Santa:

For Christmas, I want a Fifth Edition *Magic* set, a bag of *Dragon Dice*, an extra-large flea collar for my cat Cow Nose and, most of all, a *Mox Booger*. I have been very good.

Yours truly,
Ricky Swan

Thanks for your letter, Ricky. Judging by the number of letters I've gotten already, this looks like it could be the biggest Christmas ever! Everyone here at the North Pole is very busy. We've had to hire 50 new elves just to keep up. Well, I better get back to work on those presents. Mrs. Claus and the elves say hello. I'll be looking forward to having milk and cookies at your house again this year.

Your friend,
Santa Claus

P.S. Cow Nose is a funny name for a cat!



Don Jones "The Hammer" O'Malley

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SkyBox

MORE LETTERS

They're real. I, however, am fictitious. And don't make fun of my name, "Timmy."

BLACK LUNG DEPT.

The settlement with Big Tobacco means that no cigarettes may be sold in vending machines. Hey, aren't *Magic* starter decks about the same size?

Stanley Rexwinkle
Coffeyville, KS

We at InQuest discourage the smoking of Magic decks except for medicinal purposes. Y'know, Stanley, it's damn irritating this Timmy Mitchell person has the audacity to make fun of me. I think I'll go kick his ass. Be right back....

LAME NAMES

What's with the names of *Magic* cards these days? I mean, they've been stupid since at least *Mirage*, what with names like Kyscu Drake and Telim'Tor (an anagram for Mr. Toilet). But with the release of *Visions* and *Weatherlight*, they've gotten stupid to the point of confusion.

There are now six cards that start with Infernal (Contract, Darkness, Denizen, Harvest, Tribute and Medusa). There are also five Psychic cards. Green has too many Llanowar cards. White has all those Kjeldoran cards that nobody can pronounce.

I have a new system for naming *Magic* cards. On the following table, just pick a random word from the left and match it up with a random word from the right.

Infernal	Ward
Psychic	Retribution
Phantasmal	Charm
Gaia's	Tutor
Kjeldoran	Crypt
Necro	Memories
Ancestral	Minion
Forbidden	Djinn

Ned Vizzini
Brooklyn, NY

Heh, heh...turns out Timmy's a 200-pound high school linebacker with a mighty impressive collection of tire irons. No offense there, Timmy old buddy, and sorry I bled all over your carpet.

Remember: On Christmas Eve, If you hear reindeer feet on your rooftop, It's probably just me in a Rudolph suit trying to break into your house. See ya next month! And Happy New Year!

SEND YER LETTERS TO:

InQuestMag@aol.com or

INQUISITION
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

CARD CREATIONS

The fan who invented the best card this month wins a box of *Tempest*!

GRAND PRIZE WINNER

DIVINE BALANCE

MAGIC: THE GATHERING CARD

Jaime Lombardo,
Wycliffe, OH



CONTEST WINNERS

• We're all green with envy for Saint Hung from Scarsdale, New York. He showed his true colors by defeating the "Color Forms" Dead Man's Hand from issue #29. As a result, he will receive a box of *Portal*—truly a blue-ribbon prize.

• The picnic's over...but it's Springfield, Virginia's Molly Knudsen that really cleans up. She will take home all that gaming gear for solving the *IQ* Picnic contest from issue #29.



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INSIDE



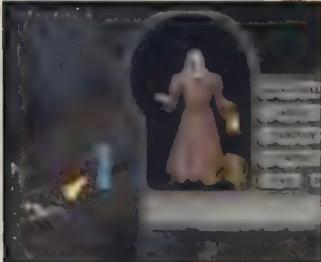
SPECIAL REPORT:

Year In Review. Page 14.



SPECIAL REPORT:

Pro Tour Chicago. Page 16.



Ultimate Online. Page 18.

PLUS:

- X-Files CCG Dead. Page 20.
- Games People Read. Page 22.
- NEW! IQ Confidential. Page 23.

WotC Seeks to License All CCGs

After being granted a patent on its *Magic: The Gathering* collectible card game, Wizards of the Coast announced a licensing program to permit others to use its patented play methods—for a price.

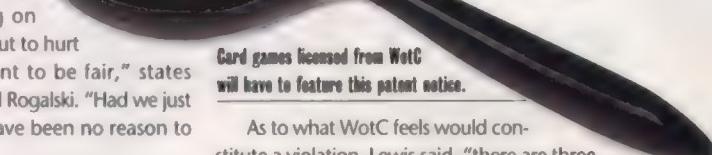
WotC's official announcement states that "Wizards of the Coast believes in the free flow of ideas and the continued growth of the game business. But the ability to be compensated by others who incorporate our patented method of play is also important."

"We're not planning on suing anyone. We're not out to hurt the industry, but we want to be fair," states Group PR Manager Carol Rogalski. "Had we just ignored it, there would have been no reason to get a patent."

Following the announcement, 11-page license agreements were sent out to companies that had released card games in the last year or who had games that WotC's legal department thought may "read" on the patent. "I can't comment on specific games, but we wanted to put people on notice and have them make an evaluation. To begin a dialogue," said Brian Lewis, associate general counsel at WotC.

The agreement calls for companies who use the patented methods of play to pay royalties of three to five percent based on net sales. While the first \$500,000 in sales are royalty-free and WotC has announced that it won't seek retroactive royalties from companies which sign up by year's end, the license agreement contains provisions granting WotC a large measure of control over the licensed game.

Among these are provisions banning the



Card games licensed from WotC will have to feature this patent notice.

As to what WotC feels would constitute a violation, Lewis said, "there are three independent clauses. If [a game] uses any one of those, you violate the patent." Lewis declined to summarize the three "independent clauses" but they cover the things that make CCGs unique—libraries, tapping, deck building, turn sequence, etc.

"Not every CCG will be in violation. We will thoroughly examine each game separately. There are trading card games that don't infringe the patent," Lewis said. He cited Black Dragon Press' *Dragon Storm* as not being in violation. "While it's fairly clear their *Tempest of the Gods* reads on the patent," he said.

Lewis would not comment on how aggressively WotC will enforce what it deems as patent violations. "I think the basic structure of the license fee is intended to allow for a lot of games on the market with negligible effect on the industry," he said. "We still want creativity to flourish." ■ Tom Slezewski

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1997: Year of the Wizard

As the new year approaches, gaming professionals have one question on their minds: Is what's good for Wizards of the Coast good for gaming?

That issue, once merely important, now appears crucial because WotC was at the center of most of 1997's big gaming news. WotC expanded aggressively in the spring, first acquiring the great granddaddy of gaming, TSR, publishers of *Dungeons & Dragons*, then Five Rings Publishing. In the summer, WotC opened its Game Center, a lavish Seattle retail store and entertainment center. And this fall, WotC was awarded a patent for collectible card games.

Now, the Seattle company controls the leading collectible card and roleplaying games and represents 60 to 80 percent of game sales.

"The potential for an economic move that benefits WotC but not the industry is apparent," said Wargames West Chief Executive Officer Wayne Godfrey. His distribution company

isn't nervous, though. "We have confidence in the judgment of the WotC management."

Although TSR's publishing hiatus meant market gains for its biggest competitors like White Wolf and FASA, many welcome TSR's recovery. "For TSR to just disappear overnight and stop shipping product, as they did, is just so disastrous for the industry that everybody gets hurt," said White Wolf's president, Stephan Wieck.

But by resurrecting TSR and returning its most celebrated creators to the fold, WotC hasn't guaranteed itself megasales. Observers are watching how the company integrates its acquisition and how it nurtures *D&D*, which WotC has said will feature more mature themes.

Wieck worries about the latter change. "I think it does the industry a disservice because most gamers start with *D&D* and then graduate up to a different game" such as White Wolf's own offerings, he said.

HIGHLIGHTS OF THE YEAR IN GAMING

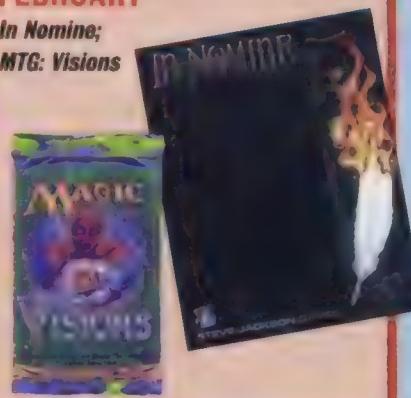
JANUARY

Star Trek: TNG Collectible Dice Game;
Star Trek: TNG CCG Introductory Two Player Game; *Mythos: The Dreamlands*



FEBRUARY

In Nomine;
MTG: Visions



MARCH

Dark Eden; *Justice League OverPower;*
L5R: Crimson & Jade; *Magic: TG Computer Game;* *Magic: TG 5th Edition;*
Delta Green for Call of Cthulhu



JULY

Imajica CCG; *Dragon Dice CD-ROM;*
Princess Ryan's Star Marines; *Blue Planet RPG;*
Twilight Imperium



AUGUST

Titan: The Arena; *Changeling 2nd Ed.;*
Shadowrun CCG; *The Great Rail Wars;*
L5R Obsidian Edition



SEPTEMBER

L5R: Time of the Void



Another thing that troubles Wieck is the combination of TSR, one of the few gaming companies that actively pursued copyright and trademark protection, and WotC, which obtained its CCG patent in September. Wieck calls the patent a good business move but frets about its consequences.

According to Godfrey, WotC's CCG licenses probably won't hurt small publishers. "But you can understand my concern [about] one entity licensing all entities in the market," he said. "If that's not handled in a very supportive manner, it could reduce the number of card games." HarperPrism, which has distributed *Magic* cards and books for WotC, will license its *Aliens/Predator* and *Imajica* CCGs from WotC. Other manufacturers could sign licenses, fight the patent in court, ignore the patent, change their games' mechanics or drop their CCGs altogether.

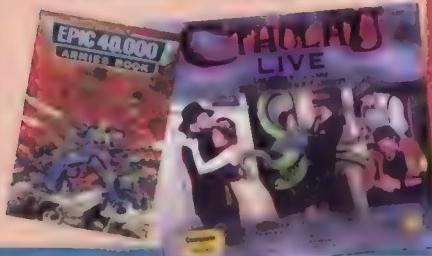
The future of game distribution is also uncertain. Some of that has to do with WotC's distribution strategy, which is still being decided. WotC could sell its own product directly, perhaps through a chain of Game Center stores. And while most gamers ignore such business dealings, they can have a huge affect on consumers. "If Wizards of the Coast did go direct, the

end result... would be disastrous," endangering distributors and those manufacturers that rely on them, Wieck said. Hobbyists might then "see some of their favorite companies go the way of the dodo bird. And their local corner retailer may also not fare so well." Marvel Comics went the direct sales route and went bankrupt; most industry insiders hope WotC has learned this lesson and doesn't try to repeat it.

On the bright side, gaming seems to be gaining greater mainstream acceptance. Wieck, whose company fielded media attention last spring because vampire-adoring teenage murder suspects had played a White Wolf game, noted that gaming was "slowly overcoming" negative allegations leveled against it. "There's a lot more awareness of what the hobby is," he said. Ironically, some of the credit for that goes to Pat Pulling, founder of Bothered About *Dungeons & Dragons* (BADD), who died this fall. "Because of [her] charges, we had to grow up," says game designer and novelist Michael Stackpole. Gaming became more businesslike, he noted, establishing the foundation for big successes like WotC. "By doing what she did, she probably guaranteed that an industry she hated would flourish forever." ■ Matthew E. Milliken

APRIL

Charnel Houses of Europe: The Shoah; Cthulhu Live; Star Wars CCG: Dagobah; BattleTech CCG: Counterstrike; Warhammer: Epic 40,000; Champions: New Millennium; X-Files CCG T10T edition



OCTOBER

Zero RPG; Vampire:TM CD-ROM; Classic OverPower; Magic:TG Tempest



MAY

Corporate Shuffle; Chron X online CCG; 101361 X-Files expansion



JUNE

Magic: Portal; Middle-earth: Lidless Eye; Werewolf: The Wild West; MTG: Weatherlight; Monumental OverPower; Men in Black RPG; L5R RPG



NOVEMBER

Dune CCG; Warlords CCG; Eon RPG; New Eon CCG; Star Wars: Cloud City



DECEMBER

Check out this month's "Releases" (page 25)



PRO TOUR CHICAGO

Randy Buehler's Day Off

He wasn't joy-riding a Porsche, taking in a baseball game at Wrigley Field or skipping school, but 25-year-old graduate student Randy Buehler, the only first-timer in the top eight at Pro Tour Chicago, was winning at *Magic*. In fact, he captured the \$25,000 top prize. Not bad considering his opponents all had Pro Tour experience and half had played in seven or more.

"It takes a lot of work, but you can do it. It's sappy to say, but that's what it comes down to," said Buehler, a graduate student from Pittsburgh.

Pro Tour Chicago was the first to use the new Extended format, which allows cards from the Revised Edition and *The Dark* expansion forward. Dual lands were everywhere, and most decks blurred the edges of traditional categories by adding premium off-color spells.

This Pro Tour also had the biggest field ever, 324 people, as everyone with invitations from the Pro Tour Junior division was transferred when WotC replaced it with the Junior Superseries. This meant that players had to go 5-1-1 or better in Friday's matches to guarantee themselves a place in the top 64. The competition was intense and many high-ranked favorites fell early: The 1996-97 player of the year, Paul McCabe, finished dead last.

Another big difference was due to a change in prize structure. Instead of each block of finishers getting the same payout, every place now gets a different prize. Because of this, there were almost no intentional draws or drop-outs Saturday.

Pairings for the finals were seeded: 1 played 8, 2 played 7, etc. This resulted in two matches where opponents were playing similar deck types. Both of these matches were very close and went to the 5th game. The other two quarterfinals were one-sided, with Finkel and Suver each winning 3-0. The semifinals were almost as one-sided, as Mills' Frenetic Efrees repeatedly crushed Finkel before he could get his lock, and Buehler's early Necropotence card advantage triumphed over Suver's big blue.

The finals were decided in the fourth duel, with Buehler up two to one. Mills got the early jump with a second-turn Dwarven Miner while Buehler had no Terror. Buehler sat with two Swamps, two Lakes of the Dead, a Necropotence and a Drain Life in hand, unable to play a Lake for fear of the Miner, and unable to draw another Swamp. He kept drawing and casting pump-knights, as Mills put out a Frenetic Efreet and a Wildfire Emissary and started the beat-down. After he had four pump-knights in play, Buehler started attacking; the Emissary ate one knight per turn. As the Frenetic Efreet kept attacking, Buehler's life whittled away: 18-14, 11-14, 11-12, 6-12, 6-10. With only 2 knights left, Buehler attacked with them. Mills had a Lightning Bolt in hand and saw victory on his next turn from a Frenetic Efreet, pumped Emissary and Bolt, so he again

Winning Deck:
Firestorm Necro

BLACK

- 4 Demonic Consultation
- 4 Drain Life
- 4 Hymn to Tourach
- 1 Ihsan's Shade
- 4 Knight of Stromgald
- 4 Necropotence
- 4 Order of the Ebon Hand

RED

- 2 Firestorm
- 2 Incinerate
- 4 Lightning Bolt

WHITE

- 3 Disenchant

LAND

- 2 Bad River
- 4 Badlands

- 3 Gemstone Mine
- 3 Lake of the Dead
- 4 Scrublands
- 8 Swamp

- SIDEBOARD
- 2 COP: Black
- 1 Disenchant
- 1 Firestorm
- 3 Honorable Passage
- 2 Mind Warp
- 3 Pyroblast
- 3 Terror



It's hard to capture the excitement of a *Magic* duel on film.

killed one knight with the Emissary and let the other through.

Buehler then tapped both his Swamps, played Lake of the Dead, tapped it and sacrificed a Swamp to cast a Drain Life for four!

"I just wasn't thinking about Lake-Drain," Mills admitted afterwards. "I was thinking about red, I just wasn't thinking about black damage for some reason. I was just silly."

Buehler hadn't really expected his play to work. "It was a slim chance. But what the hell, if the low-percentage shot is the only way you can win a game, you take the low-percentage shot," he said. ■ Beth "BethMo" Moursund

The Top 8

Randy Buehler Age 25 Pittsburgh, PA	Jon Finkel Age 19 Fanwood, NJ	Justin Schneider Age 16 Baltimore, MD
David Mills Age 24 Charlottesville, VA	Max Suver Age 17 Seattle, WA	Kyle Rose Age 17 Chester, VA
	Adrian Sayers Age 20 Austin, TX	Ollie Rade Age 18 Gothenburg, Sweden

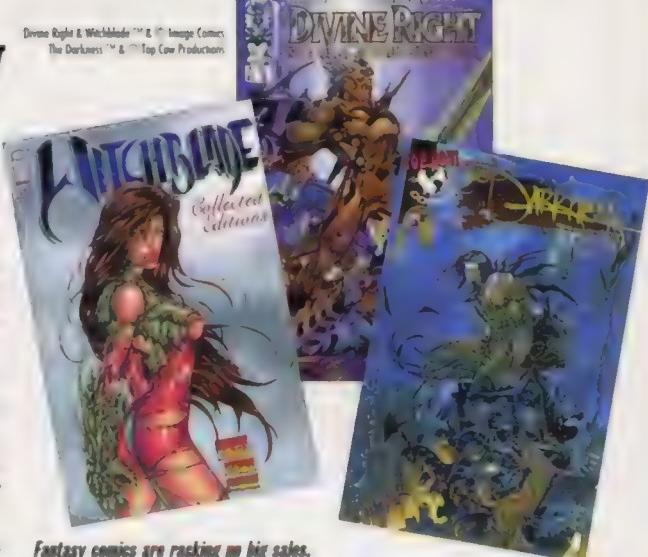
Fantasy's Popularity Spreads to Comics

Top-notch comic book artists, Marc Silvestri, Jim Lee and Joe Madureira (the equivalent to Larry Elmore, Fred Fields and Brom in the fantasy industry) are finding inspiration and renewed interest in their childhood love of *Dungeons & Dragons* and fantasy-based video games.

Silvestri owns Top Cow comics and has based the foundation and success of his company on supernatural based premises. Top Cow's hottest titles, *Witchblade* and *The Darkness*, revolve around the fight between forces representing chaos and order. Both titles rank in the top 15 in sales and their newest title in this realm, *Ascension*, premiered in the top 10.

Meanwhile, Lee, probably today's hottest comic artist, has focused his new creator-owned comic *Divine Right* on the rift between Heaven and Hell. "I love fantasy stuff," said Lee. "I grew up on it and now want to give something back to the genre." He believes, "If infused with superhero-like stories, strict fantasy can re-emerge in comics."

In perhaps the biggest move to fantasy themed comics, the super-popular Madureira recently left the #1 selling comic *Uncanny X-Men* to produce his own title *Battle Chasers*, a fan-



Fantasy comics are racking up big sales.

tasy adventure being likened to *Dungeons & Dragons* meets *Final Fantasy VII*. *Battle Chasers* will debut in April, 1998. Why did Madureira make the move? "Since I was a kid, I was into 'Dark Crystal,' *D&D* and the like," he said.

How far this trend will go is impossible to tell, but kids reading fantasy comics at a young age can only be good for gaming. ■ Matthew Senreich

Godmother Night at World Fantasy Awards

Rachel Pollack's *Godmother Night* — a magic-realistic fairytale of lesbian love and bargains with Death — won the 1997 World Fantasy Award (WFA) for best novel.

Presented at the World Fantasy Convention, held in November at the International Hotel in Docklands, London, the awards are chosen by expert judges in the field and have been presented annually since 1975. This year the program had a strong "vampire" theme to commemorate the centenary of Dracula and it lent an appropriate air to the goings on.

"I'm delighted," said Pollack after winning, firmly adding: "It's not the third volume of a trilogy." Her two previous acclaimed fantasies, *Unquenchable Fire* and *Temporary Agency* have another setting.

Other awards also emphasized that fantasy contains much more than Tolkien imitations. Jonathan Lethem's *The Wall of the Sky, the Wall of the Eye* was published as science fiction. So was *Starlight 1*, whose beaming editor, Patrick Nielsen Hayden, cried, "I still can't believe this!" The biggest milestone, however, was James Blaylock's "Thirteen Phantasms," the first WFA winner published only on the web.

The WFA trophy is a spectacularly ugly head of horror author H.P. Lovecraft, designed by the macabre cartoonist Gahan Wilson. ■ David Langford

1997 WORLD FANTASY AWARDS WINNERS

Novel: *Godmother Night* by Rachel Pollack (St Martin's Press).

Novella: *A City in Winter* by Mark Helprin; illustrator Chris Van Allsburg (Viking). Evocative children's story which sequels this team's retelling of "Swan Lake."

Short Story: "Thirteen Phantasms" by James P. Blaylock (Omni Online 10/96). Gentle nostalgia as a fantasy reader makes timeslip contact with fellow-fans in 1947.

Anthology: *Starlight 1*. Patrick Nielsen Hayden (Tor). Eclectic mix of SF and historical fantasies.

Collection: *The Wall of the Sky, The Wall of the Eye* by Jonathan Lethem (Harcourt Brace). Seven stories of SF shading into eccentric surrealism.

Artist: Moebius. Pseudonym of Jean Giraud, who made French comic strips into high art.

Lifetime Achievement: Madeleine L'Engle. Celebrated author of many children's books.



Armageddon • 1. Hebrew for "Hill of Megiddo." The Bible predicts that evil kings will lead humanity to war against God at the Palestinian city of Megiddo, which is now in Israel, 10 miles south of Haifa. Here an angel pours out a vial of "the wrath of God," causing a great earthquake: "And every island fled away, and the mountains were not found." 2. A white Magic sorcery that destroys all lands in play. 3. What a hillbilly says when he's about to leave the room.

MAGIC DISSECTED

So You Think You're Bad?

TOUGHNESS

Break Out the Fireball (>4) 11%

Pyrotechnics-Bait (4) 13%

Bolt-Bait (3) 17%

POWER

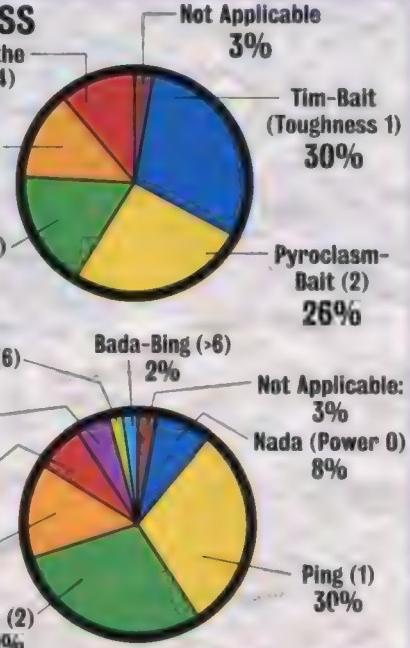
Bada-Boom (6) 2%

Bam (5) 5%

Bop (4) 7%

Pow (3) 14%

Pop (2) 29%

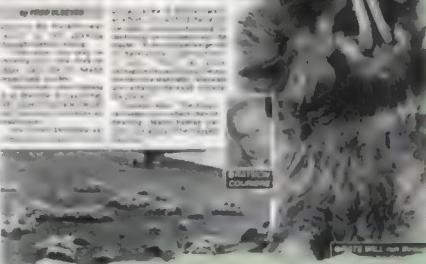


* 1161 creatures including *Tempest*. The names are purely for fun. No allowances were made for protection, untargetable effects or damage-prevention/negation/redirection.

Inquiring Minds Want to Know...

14 DIE IN RAT RAMPAGE

FRONTLINE authorities in New York are bracing to repel a horrifying assault by millions of disease-infested rats—revenge-seeking rats!



Why hasn't Cow Nose been brought in to lead the counterattack on this "horrifying assault by millions of disease-infested, revenge-seeking rats?"

Why do rats seek revenge? How many rodents make a rampage? According to the tabloid *Sun*, "Frightened people are saying the rats are getting revenge for years of being lab experiments. There's more coming in all the time. It's as if they fully intend to invade [New York] city and join their comrades already here."

See what a reporter with a tight deadline, a pepperoni and anchovy pizza and "Ben" on the late-late-late show can produce.

news

Ultimate Online?

"U-Day" has finally come.

"UO" stands for *Ultima Online* and the "day" was when its producer, Origin, shipped out the first copies of this most-eagerly awaited release. What's so great about *Ultima Online*? Isn't it just another online fantasy RPG? Sure, and *Magic* is just another card game.

More than 25,000 gamers ranging in age from 12 to 60 paid for the chance to put the game through its paces over the last four month's beta test. The mythical land of Britannia, setting for eight previous incarnations of *Ultima*, is now a vast richly textured world on the Internet. "For the first time in gaming history," according to *UO* creator Richard Garriott, "thousands of players can inhabit the same virtual world at the same time, cooperating and competing just like in real life." Britannia fills more than 189 million square feet of computer-generated terrain, from pasture to jungle to ocean. It's so big, you'll need nearly 10 hours—real time—to walk from one end of the main continent to the other!

Play a blacksmith, alchemist, bard or fisherman, a sage or a swordmaster. Open a shop, join a Guild, meet other adventurers—players can choose from 44 unique skills, and mages can choose from 64 different spells. Whatever you choose, just remember your actions have consequences. According to Teresa Potts, Origin Media Relations Associate, "If the players kill off all the deer in one area where a dragon lives, then the dragon has nothing to eat and has to move to a new place"—maybe your home town.



Ultima Online's richly textured world takes 10 hours—real time—to walk across.

To play *Ultima Online* you'll need Windows'95 and at least a Pentium 90 processor with 16 MB RAM, 14.4 modem, 4x CD-ROM, PCI video card with 1MB, and a 16-bit sound card. You'll also need 100 MB hard drive space and the *UO* software (\$65). Got it? Then log onto the *Ultima Online* website at (<http://www.ultimaonline.com>). There's a flat charge of \$9.95/month for unlimited gameplay, but your first month's free.

"The thing about this game," Potts said, "is that it's never going to be finished. We're always going to be putting new stuff into it." ■ Charlene Brusso

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BEST SELLERS

TOP 10 CCGS

1. Magic: The Gathering
2. Star Wars
3. Legend of the Five Rings
4. Star Trek
5. BattleTech
6. OverPower
7. Middle-earth
8. Spellfire
9. X-Files™
10. Shadowrun

TOP 10 RPGS

1. Advanced Dungeons & Dragons
2. Rifts
3. Vampire: The Masquerade
4. Star Wars: The RPG
5. Werewolf: The Apocalypse
6. Shadowrun
7. Deadlands
8. Mage: The Ascension
9. CURPS
10. Heavy Gear



TG news

The Truth is: *X-Files* CCG Dead

"It's an excellent license that didn't meet our expectations," said Doug Wilson, United States Playing Card Company's Director of Collector Card Games, explaining the cancellation of the *The X-Files* CCG. Wizards of the Coast's CCG patent did not influence the decision. "It was a volume-related issue," he said.

Wilson wouldn't specify what the company would do with the remaining cards in stock. But only one staffer remains to "support" the game.

"Everybody was sad" about the game's fate, said Duncan Macdonell, whose NXT Games designed *The X-Files*. He said the decision to cancel the game was made in early fall, shortly after USPC asked for work on the third expansion to begin.

NXT Games too was forced to lay off employees and has moved to Maryland—partly for family reasons—and switched to designing computer games. Though NXT's *X-Files* and sports CCGs, *Red Zone* and *Top of the Order*, were all short-lived, Macdonell noted optimistically that most designs are never published at all. "I'm happy with the games and looking forward to the games we're going to make," he said. ■ Matthew E. Milliken



Tomohiro Kuroda/Everett Collection

BLAST FROM THE PAST

A LOOK AT INQUEST'S FAVORITE CLASSIC GAMES

NAME: *BATTLE OF FIVE ARMIES*

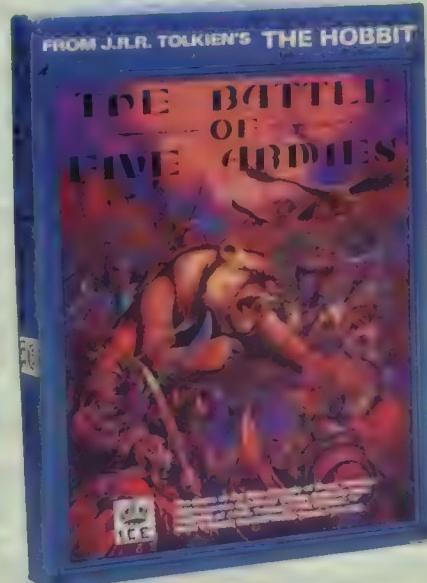
ORIGIN: Iron Crown Enterprises, 1984

TYPE: Fantasy board wargame

CONCEPT: Two player game which faithfully simulates the battle between the free peoples and goblins and wargs following the death of the dragon Smaug, as detailed in J.R.R. Tolkien's book "The Hobbit."

LEGACY: An unusual licensed product in that it is truly a good game and not just for Tolkien devotees. Game play is always exciting due to the partially random play sequence. On some turns, players may choose their actions; on others, action chits are drawn randomly. Each chit allows a player to either move troops, fight hand-to-hand or fire missiles. Far from making the game a matter of luck, the uncertainty this introduces requires careful planning and preparation to maximize the effectiveness of your various unit types. *Battle of Five Armies* has great replay value and with neat optional rules serving to help one side or the other, play balance is easily achieved.

AVAILABILITY: Hard to find and usually expensive even at used game auctions. Note: Two other games have the same title, but these were not authorized by the Tolkien estate and are completely different games. ■ Chris Ebeler





The
psi orders
have the
power
to change
the fate
of
humanity.

Only
Aeon
has the
power
to bring
them
together.

A BATTLE RAGES ACROSS THE STARS
YOU ARE THE WEAPON

SACRIFICE

HOPE

UNITY



http://www.
white-wolf.com

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NEWS BITES

"Got my nose!"

• Decipher's *Star Trek: First Contact* CCG expansion, due in stores this month, will feature new packaging. The wrappers will depict an image of the Borg Queen instead of just the blue and silver logo of past boosters.

• Decipher's *Star Wars CCG* expansion

Return of the Jedi: Tatooine has been retitled *Jabba's Palace*. The set follows the recently released *Cloud City* expansion, and is due for release in early '98. Cards in the set include Jabba, Jabba's Sail Barge, the Rancor, the Sarlacc Pit, Bib Fortuna, Gammorrean Guards, and many other aliens of ill repute.

• Hasbro Interactive has released a CD-ROM version of *Monopoly Star Wars*, which features the voice of Anthony Daniels (C-3PO) as the host and intergalactic banker. Players can assume the role of eight different characters: Darth Vader, Luke Skywalker, Princess Leia, Han Solo, Chewbacca, Boba Fett, a Stormtrooper and R2-D2.

• Looney Labs has signed a deal with Iron Crown for a 2nd edition of its *Fluxx* card game. The new edition will feature snazzier cards and is scheduled to debut in Spring of '98. Looney Labs is working on its next card game, tentatively titled *Aquarius*.

• Look for White Wolf to announce a name change for its new *Xeon* sci-fi role-playing game this month. Apparently Viacom/MTV felt the name was too similar to its animated sci-fi property *Xeon Flux*.

• Cactus Marketing has released a *Women of the Bible* expansion for its biblical CCG *Redemption*. Cactus is also selling error cards and complete sets of the expansion through its website. (<http://www.Redemption.com>)

• Steve Jackson Games is developing a new edition of their *Ogre* miniatures game, as well as an all-new version of *Car Wars 3D*.

• The founder of BADD (Bothered About Dungeons and Dragons), Patricia Ann Pulling, died in mid-October of cancer.

• Members of a Greenwich (Connecticut) High School Strategy Club were told to leave their plastic vampire teeth, black trench coats and face paint at home. The seven member club was considering asking the American Civil Liberties Union for guidance on what to do.

• Wizards of the Coast announced that Disney Sports, MCI and Yahoo will be added as corporate sponsors on the *Magic Pro Tour* circuit. "We feel that by adding sponsors from mainstream America we are showing the world

that *Magic* is a legitimately intellectual game worthy of notice," according to David Hoppe, Director of Organized Play at Wizards of the Coast. "We want people to recognize *Magic* as a true sport with players that are deserving of respect."

• Gamescience, the company known for its varied and weird dice, is for sale. Owner and longtime industry stalwart Lou Zocchi is retiring and wants to find a home for his properties like the Zocchihedron 100-sided die and *TWERPS* (The World's Easiest Role Playing System) game.

• Microprose is developing *X-COM: Interceptor*, the fourth in its series of alien-fighting strategy games. *Interceptor* will feature the same strategic elements found in the first three *X-COM* games, and will add a new 3D, real-time, first-person action environment, a 3D, real-time, first-person flight simulator for fighting aliens in space and a multiplayer deathmatch mode.

• Sierra On-Line has acquired the rights to make games and interactive products based on *Babylon 5*, and is developing a BS flight simulator which sticks close to the look and feel of the TV series.

• Parrotty Interactive, best known for their *Myst* parody *Pyst*, has released a spoof of *The X-Files* titled *The X-fools*. The parody stars paranoid ex-FBI agents Mully and Sculder, guiding you through an assortment of games, puzzles, trivia, and satirical multimedia entertainment. (<http://www.xfools.com>)

• Horror novelist Yvonne Navarro is selling copies of her out-of-print, apocalyptic vampire novel *Afterage* on PC computer disk. The "book" costs \$8, and can be ordered from: Yvonne Navarro, PO Box 808, Streamwood, IL 60107-0808.

• The Sahara Hotel and Casino in Las Vegas has opened a *Sahara Speedworld* attraction, which lets you race in a 3/4 size Indy car with 23 others, alongside wraparound screens that immerse you in a rock-and-roll environment.

• *Star Trek* fan documentary *"Trekkies"* is currently making its way around various festivals and *Star Trek* conventions. Directed by Roger Nygard, *"Trekkies"* is narrated by Denise Crosby (Tasha Yar), and features the cast from the original *Star Trek* and its spin-off shows, as well as numerous *Trek* fans. (<http://www.trekdoc.com>)

■ By Sean "ZENTertainment" Jordan

news

Games People Read

TSR never realized that its adventure books would lead to such big treasures.

It started 15 years ago, when interactive entertainment and hypertext fiction were all the rage—thanks not to computers but to books in which readers, by choosing actions and turning to the corresponding pages, shaped stories.

TSR was printing "Endless Quest," a line of pick-a-path books. "Those just blew off the shelves," recalled Mary Kirchoff, who wrote one big seller. Kirchoff, now executive editor of Wizards of the Coast/TSR's book publishing group, credits "Endless Quest" with establishing TSR as a publisher of books. "That's when the idea of doing full-length novels was born," she said.

In the mid-'80s, TSR released its first "Dragonlance" novels, based on the *Advanced Dungeons & Dragons* roleplaying game. They became best sellers. Today, several RPG publishers regularly publish game-oriented fiction, some of which sell more copies than the RPGs on which they're based. In fact, game-based books sell better than the average paperbacks from other genres.



The game that spawned many books.

Among TSR's lines, "Forgotten Realms" has the greatest crossover between gamers and readers. "Dragonlance" has attracted a large female audience, but relatively few of the novels' readers are RPG players.

According to Morton Weisman who oversees FASA's *BattleTech*, *Shadowrun* and revived *Earthdawn* novel lines, fiction provides "a much more detailed, richer and more colorful universe than most [players] can create on their own. We have a lot of people who read the books but don't play the games at all," Weisman said.

White Wolf publisher Stewart Wieck notes that "World of Darkness" novels attract interest from readers who want to learn more about the games on which the books are based. "We tried to do the same thing for genre fiction that I feel we did for games when we released *Vampire: The Masquerade* in '91," Wieck said. "We created a much more adult, much more mature approach."

But White Wolf received a lot of returns in 1996, forcing sharp cut-backs in its expanded publishing program, especially the original fiction. Many took that to mean that game-based books were an idea whose time had come and gone. Nothing could be further from the truth, however, as demonstrated by WotC and FASA planning to release three new novel lines between them next year. ■ Matthew E. Milliken

FASA, TSR Plan New Novel Lines

Game-based fiction shows no signs of slowing down. In fact, FASA and Wizards of the Coast/TSR plan three new lines of fiction between them in 1998.

FASA will be resurrecting the *Earthdawn* series. The series' initial sales were disappointing, but the fantasy RPG's popularity has grown over the last 18 months. FASA will publish small runs of the new books independently of Roc, which distributes *BattleTech* and *Shadowrun* fiction.

WotC is putting the book-publishing expertise of its recent acquisition, TSR, to use on two new projects. One is *Alternity*, the science fiction roleplaying game to debut in 1998. Diane Duane will help launch the property with a novel using the Stardrive setting. The book will establish future directions for *Alternity*.

The other effort is an attempt to re-establish a fiction presence for WotC's *Magic: The Gathering* CCG. Four books are planned for 1998, starting with Jeff Grubb's take on the Urza-Mishra war depicted in the *Antiquities* card set. There will also be an anthology of stories and Lynn Abbey's chronicle of Urza after the brothers' war.

Perhaps the most important release will be Liz Holliday's late-'98 novel. In a page taken from the "Dragonlance" playbook, the novel will determine the direction of *Magic* card sets after completion of the current Rath cycle.

People see "Dragonlance" and "Forgotten Realms" as a "fully developed world and a place that they like to go to regularly in their imagination," said WotC/TSR Executive Editor Mary Kirchoff. "I think that we're well on our way to doing that with *Magic*." ■ Matthew E. Milliken

MAGIC UPDATES



In late October, WotC distributed a preliminary version of "Oracle" (the complete card reference for DCI Certified Judges) to top-level judges. This massive document contains new wordings for all the old cards, which count as errata. Here are some of the more significant changes.

Artifact Ward: gives full Protection from Artifacts.

Desertion: the spell card is put into play instead of going to the owner's graveyard, so it never touches the graveyard.

Dissipate: the spell is removed from game instead of going to the owner's graveyard, so it never touches the graveyard.

Energy Storm: only affects damage from spells, not from abilities which are played as instants or sorceries.

Forgotten Lore: forcing opponent to choose new targets is now a triggered ability, played after the declaration.

Bauntlet of Might: uses a mana symbol instead of "red mana," so it can't be Sleighted to produce a different color.

Guardian Beast: prevents enchantments from targeting the artifacts. This will cause any existing enchantments on the artifacts (including Steal Artifact) to bury themselves.

Memory Lapse: the spell is returned to the library instead of going to the owner's graveyard, so it never touches the graveyard.

Moxes: use mana symbols instead of color words, so they can no longer be Sleighted to other colors.

Nature's Blessing: gives a permanent +1/+1 instead of a +1/+1 counter.

Raging River: Is an Enchant World.

Spells of War: counts the cards in the graveyard on casting, and distributes that many counters even if the graveyard contents change before it resolves. **Wheel of Fortune:** added a "then" in the middle, so Maro will die during the resolution. ■ Beth "BethMo" Moursund



Where do you go for strange tales and goofy gossip dragged from the shadows of our wacky, wonderful hobby—why, right here to "IQ Confidential."

- Gary Gygax posted an e-message disassociating himself with the new RPG magazine *Troll*, citing:

"Mr. Stalder [the editor] has lied repeatedly to me, in writing as well as in person. His promises and assurances have been worthless. He has written two bad checks to me, evidently knowing full well that they would be returned by his bank for insufficient funds... I am thus putting him on notice that he is not to use my name, or any material I have authored, as he has obtained it fraudulently."

Four days later came a full retraction: "Please take notice that Rick Stalder of *Troll* magazine has paid up in full. He has also sent his regrets to us for causing the extreme difficulty. I am thus satisfied, and I believe that the entire affair is best forgotten."

- WotC's making things tough for their art staff. Stories have surfaced about artists being pulled off subsidiary games—like *LSR* and *Doomtown*—to focus on *Magic*. There's also a rumor that the artists brought on board for newer sets like *Mirage* and *Visions* are being put out to pasture in favor of old favorites like the newly returned Maddocks.

• In a related item, *Magic* artists *non grata*, Ed Beard Jr., Melissa Benson and Rob Alexander, are back in the WotC fold. Though the group is continuing with a lawsuit against the company and has been shut out of *Magic* sets since bringing the suit, they were unexpectedly recruited to work on *Portal: II*, the expansion to the introductory *Magic* game. They are contracted to contribute 3-6 pieces each.

• A few tidbits are beginning to surface about *Doomtown*, the CCG from Five Rings Publishing based on Pinnacle Entertainment's *Deadlands* RPG. Apparently, the game will be sold in themed starters, much like *LSR*. We've heard there's going to be an outlaws deck, a lawman deck, a preacher deck and a mad scientist deck. Ghost rock will be the currency of choice.

• OverPower, the superhero CCG, looks to be K.O.'d. Designers Steve Domzalski and Ron Perazza, as well as contributors Keith Bursack and Kathy Probe were all terminated when Fleer/Skybox cleaned house in late October. We await news as to whether Steve or Ron will be re-hired as consultants, but it looks as if after *Image OverPower*, Fleer will be out of the gaming business.

• The next release for ICE's *Middle-earth* CCG reportedly has you playing the Balrog wreaking havoc in the under-deeps.

• Speaking of ICE, they're reportedly one of the few companies not shivering in their boots about the WotC CCG patent. You see, WotC was originally scheduled to design *Middle-earth* but opted to license the game back to ICE.

Remember kids, these rumors are for entertainment purposes only. Don't sue anyone based on what you read here. And, to all you industry pros and wannabes out there...should you run across anything secret, send a copy to: IQSecrets@aol.com. ☀

[ON DECK]

REVIEWING
THE LATEST
RELEASES
IN GAMING

Star Wars: Cloud City

Those wacky Decipher guys have done it again—*Cloud City*, the latest installment of the *Star Wars CCG*, is chock full of witty card names, tongue-in-cheek lore and hidden “Easter Eggs,” not to mention powerful new cards and rules. Premiering in this set are Lando Calrissian (both Light and Dark Side versions), Carbon Freezing and the “real” Boba Fett.

Just like the *Dagobah* expansion, *Cloud City* should be easy to collect, boasting 60 different rares in one booster box. Unlike *Dagobah*, there’s more of a balance between the Light and Dark Side. Captain Han Solo and Princess Leia are two of the most powerful and versatile characters the Light Side has, while the Dark Side gets the new and improved Boba Fett, designed to take advantage of the new capturing rules.

As with every other expansion, there are new rules and innovative concepts in *Cloud City*. One of the biggest changes are the revised capturing rules—instead of being instantly teleported to the Death Star: Detention Block Corridor, captives must be escorted by a warrior or bounty hunter or taken captive at a “prison,” otherwise they “escape” to the Used Pile. Furthermore, the Dark Side can put bounties on characters and have prisoners “frozen” in carbonite.

For all the gamblers out there, you can now play the most popular card game in *Star Wars*—Sabaac! Each side gets one interrupt called Cloud City Sabaac. By playing the interrupt, you start a side game of this particular version of Sabaac. Players set their hands aside and draw two cards from their Reserve Deck. From there, the game progresses much like blackjack, with players drawing additional cards to try to reach 11 without going over. Beating your opponent in Sabaac allows you to look at their Sabaac hand, choose one card listed in the stakes, and put it in your Used Pile! If they

don’t have anything listed in the stakes, you can choose one card from their



the box

CLOUD CITY



GAME: *STAR WARS CCG*
PUBLISHER: DECIPHER
LEAD DESIGNER: JERRY DARCY
GENRE: SCI-FANTASY
SET SIZE: 180 CARDS
RELEASE: NOVEMBER 1997
PACKAGING: 9-CARD BOOSTER PACKS
SUGGESTED RETAIL: \$2.50 PER BOOSTER PACK

“Han Solo kicks Ewok-ass.”

Sabaac hand for them to lose.

Other rules changes include cloud sectors and “crossing over.” Cloud sectors are not much different from asteroids, but aren’t nearly as hazardous. Cloud sectors add more to

Force drain because they add to the drain at related sites.

“Crossing over” happens when a character who started the game on one side of the Force ends the game on the other. Through the use of Epic Duel, Luke can be crossed to the Dark Side—at which time the Dark Side player would take control of him.

No *Star Wars* expansion would be complete without “magic bullets”—cards which specifically cancel a previously printed one. *Cloud City* not only features cards which cancel those from previous expansions, but also has cards which disrupt some of the most focused strategies. Abyss and Chasm will make players think twice about putting more than one of any unique card in their decks. Ability, Ability, Ability, Blasted Droid and E Chu Ta will discourage many from playing droid decks and *Dagobah* decks.

The epitome of all magic bullets is Point Man—it cancels just about every annoying Light Side card.

Cloud City is an innovative and powerful expansion—its effects will be felt by *Star Wars* players around the world like a disturbance in the Force. ■ Michael Mikaelian

THE GOOD

- Captain Han Solo is the best “re-made” character to date. He kicks Ewok-ass.
- New personas of original characters are becoming easier to play, and more worth playing.
- When you successfully play The Emperor’s Prize, the Light Side loses half their Life Force!

THE BAD

- It’s loaded with magic bullets and strategy busters, which are purely defensive. Playing these cards are a gamble, since they’re dead weight if your opponent is abusing the game in his own special way.
- Cards like Weapon Levitation are going to need their own magic bullet in *Jabba’s Palace*.

THE UGLY

- With cards like Into The Ventilation Shaft, Lefty, Clash Of Sabers and Swing-And-A-Miss, there’s more corn in this set than in the state of Kansas.

MechWarrior

When I heard that Wizards of the Coast had a new expansion slated for the *BattleTech CCG* so soon after *Mercenaries*, I was excited—and somewhat distraught. I wanted *MechWarrior* to be good, really good. But could they deliver a good expansion on the heels of the last one that would not only introduce new gameplay concepts but give us kick-ass cards we want to play with as well? Rest assured, *BattleTech* fans; *MechWarrior* delivers on both counts.

Let's start with new mechs—some of 'em are pretty damn swell. The Falcon Hawk costs only two resources with munitions, deals three damage and has six structure. Here's a weenie mech I can appreciate! If you're lookin' for big, bad and ugly, take a look at Prometheus Dire Wolf. Twenty resources is expensive, but it has

the potential to do 18 damage and all of your opponents get -1 attack; for those keeping score at home, that's a three turn kill. A lot of new Inner Sphere mechs have a new option known as C3. When attacking in a group with at least one other C3 mech, all mechs with C3 get +2 to attack.

MechWarrior really shines when it comes to its new command cards; there are lots of fun, nasty possibilities. Airstrikes Close To Home has the potential for scrapping your opponent's entire hand! Financial Collapse is a political command card which takes all of your opponent's construction counters and redistributes them on your cards. Use Medevac Team to get any pilot from your scrapheap to your hand, then use Solaris

Contacts to put that pilot back onto any unpiloted

mech without it counting as a deployment. Your mechs need never be unpiloted again!

There are also a few experienced versions of characters from the core set, like Khan Natasha Kerensky and Kai, Champion of Solaris. They're powerful and add to the story aspect of the game. It's a small start in a good direction for a game that has plenty of room to continue to expand.

That's not to say there aren't a few clunkers here and there. The Retrofits which

give your mechs various options are uninspired and Tactical Superiority is a wasted card. But for a 108-card set, these clunkers are few and far between.

If you're looking to kick some serious mech ass, you've come to the right expansion; *MechWarrior* has my seal of approval. Now get out there, soldier—your clan is waiting on you!

■ Steve Zamborsky

"Kill your opponent in three turns."



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■ Steve Zamborsky

the box

MECHWARRIOR

GAME: *BATTLETECH CCG*
PUBLISHER: WIZARDS OF THE COAST
DESIGNERS: DAVID ETHEREDGE AND TODD BILGER
GENRE: SCIENCE FICTION
RELEASE: NOVEMBER 1997
SET SIZE: 108 CARDS
PACKAGING: 15-CARD BOOSTER PACKS
SUGGESTED RETAIL: \$2.95 PER BOOSTER PACK

DECEMBER RELEASES

■ AD&D: Children of the Night: Ghosts
A novel by Stephen King? Nope. A movie by George Romero? Nope. A *Ravenloft* supplement with 13 different encounters revolving around neo-otyugh? Well, almost. TSR. 96 pages. \$18.

■ AD&D: Heroes of Sorcery
These new rules make sorcery even more powerful in *Dragonlance: Fifth Age*. Continuing the "Dragons of a New Age" series, this adventure pits the heroes against the dragons, but their foes may hold the secrets they dare not destroy. TSR. Boxed Set. \$19.95.

■ AD&D: Prayers from the Faithful
No, this isn't a new hymnal from the Vatican. It's a collection of famous *Forgotten Realms* priests. Everything you want to know on their personalities, personal histories, abilities, special spells, holy items and abodes. Wonder if any of 'em will have a mace? TSR. 128 pages. \$18.95.

■ Atlantic Storm
Three- to six-player non-collectible card game about the war in the Atlantic during World War II. Players compete to sink convoys running supplies from America to Europe and the empty ships returning home. Command U-boats, surface ships and aircraft in your quest to sink more tonnage than the other players. Avalon Hill. \$27.

■ Babylon 5 Component Game System
The *Babylon 5 Component Game System* is a combination board game/card game that puts you right in the thick of the "Babylon 5" universe. It's 2258 and the Minbari, Centauri, Narn and Earth-folk are seeking to expand their influence in the galaxy. Build up your fleet by purchasing ships and secure your position in the High Council by recruiting the aid of key personalities. As in games like *Settlers of Catan* and *Twilight Imperium*, you create the game board with a variety of hex pieces. This fully customizable game system is available in four separate starter kits, one for each race, or one big package. Component Game Systems. \$12.95 per starter kit; \$29.95 for the complete set.

■ *BattleTech: The Dragon Roars*
Dive into an epic *BattleTech* campaign: The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Based on events in the *BattleTech* novel *Grave Covenant*. FASA. 72 pages. \$12.

Tempest

Not enough of a good thing. That's a label you could stick on *Magic's* latest set, *Tempest*. Even a casual study of the set will tell you that we need more cards devoted to the really creative concepts: buyback and lizards. However, lesser concepts like shadow and slivers get more cards. It'd be better if it were the other way around. Let's take a closer look:

Buyback. Excellent ability. Buyback adds a whole new level of complexity to the game without sacrificing playability: After all, you can play with these cards as one-shots if you like. Will you cast Searing Touch now, or save up the mana to cast it over and over again later?

Shadow. "Been there, done that." Shadow is like flying meets landwalk: It's a variation on abilities we're already familiar with, and it's not very interesting. Strategically, it adds another level—you've got to account for guys you can't block—but nothing too original here.

Slivers. Similar to shadow, we've seen this concept before in *Vision's* chimeras. Slivers are a definite improvement, but nothing too original here either.



gives you a 5/5 flyer for cheap mana, while the monstrous 7/5 Fear-inducing

the box

TEMPEST



GAME: *MAGIC: THE GATHERING*

PUBLISHER: WIZARDS OF THE COAST

GENRE: FANTASY

RELEASE: OCTOBER 1997

SET SIZE: 335 CARDS

PACKAGING: 60-CARD STARTER DECKS; 15-CARD BOOSTER

PACKS; FOUR PRECONSTRUCTED STARTERS

SUGGESTED RETAIL: \$8.95 PER STARTER; \$2.95 PER BOOSTER

"*Tempest* packs lots of bluster, but it won't blow you away."

Greven i-Vec spells your opponent's doom if you can get him into play. Artifacts pitch in with a new, more versatile, Icy Manipulator substitute—Puppet Strings—and mini-Lotuses in the Lotus Petals. The ever-useful cross-color pain lands are in, as is blue's Time Walk counterpart, Time Warp. Lots of cool cards, and the majority are very playable, though there are more than a fair share of "ho-hummers" like Fighting Drake and Needle Storm.

As for the "Rath Cycle" story, it's still as cloudy as the set's namesake. Yes, Gerrard and crew go through a series of adventures but, with just the card art and flavor text, you can't figure out the blasted story. Sure, there's a 64-page storybook in each starter which explains it but, in our age of limited time, given the choice of playing *Magic* or reading a storybook, the average reading level in America drops a bit.

Don't get me wrong: *Tempest* is a good, solid set. It just doesn't have the same "wowing" power of previous sets like *Alliances*, *Mirage* and *Weatherlight*. ■ M.R. Goode

Preconstructed Power

Tempest debuted four preconstructed, 60-card decks designed to kick start you right into *Magic's* latest set. They work, but some are more fun and more useful, than others. Here are *InQuest's* recommended picks based on the deck themes and the cards you can get in each one:

1) THE SWARM (GREEN BOX)

A green-and-white, creature-horde deck that's very fast and effective. Once you get out Aluren, all your creatures come out for free. How much more speed can you ask for?

Choice cards: Aluren, Elven Warhounds, Krakillen, Overrun, Recycle, Soltari Crusader, Vec Townships.

2) DEEP FREEZE (WHITE BOX)

A solid control deck that neutralizes creatures with spells like Gaseous Form, Repentance and Time Ebb. When the "Freeze" gets going, it can hold off the best of hordes, biding its time to counter with flying bangers of its own.

Choice cards: Avenging Angel, Dismiss, Emmessi Tome, Knight of Dawn, Puppet Strings, Sky Spirit.

3) FLAMES OF RATH (RED BOX)

A touch of direct damage, a dash of shadow, a pinch of flowstone creatures. This deck has effective creaturekill and a bunch of creatures that pack a wallop (Lightning Elemental, Sandstone Warrior, Wild Wurm). A little too straightforward.

Choice cards: Furnace of Rath, Goblin Bombardment, Magmasaur, Maze of Shadows, Soltari Guerrillas.

4) THE SLIVERS (BROWN BOX)

Hey, there's a Metallic Sliver and a Mindwhip Sliver. Yep, just drew a Winged Sliver. Hmm, should I play the Mnemonic Sliver now or later? If you love slivers, this is the deck for you, but we were tired of the mix-and-match little monsters by the third hand.

Choice cards: Ertal's Meddling, Extinction, Lobotomy, Mnemonic Sliver, Whispers of the Muse.

Magic World Championships Decks

A couple of years ago, someone at Wizards of the Coast had a novel idea: Take some cool *Magic* decks from the Pro Tour, print them with non-tournament legal backs and package them as fully playable decks. Sounds like a good idea. Someone else said, "Let's sell it for \$125." Bad idea.

Now, WotC has decided to take another stab at pre-constructed decks with replicas of the top four decks from the 1997 World Championships. For the much more reasonable price of \$9.95, you get a 60-card deck, a 15-card sideboard and a dozen blank cards that you can use as proxies. Now we're talking.

Unlike the Pro Tour Collector's Set, which made you buy all eight decks in one overpriced package, you can pick up the Championship decks individually. There's Paul McCabe's speedy red/blue creature deck, Janosch Kuhn's red/white/blue offensive control deck, Svend Geertsen's green swarm deck and, of course, '97 champion Jakub Slemr's five-color black deck. Remarkably, all four decks are fun to play. And, hey kids, they're educational too!

Ever wonder why the Ophidian is such a good card? You won't after you play McCabe's deck a few times. Want to see how several not-necessarily-spectacular cards can blend together to annihilate your opponent? Try the combination of Rogue Elephants, Heart of Yavimaya and Harvest Wurms in Geertsen's original Señor Stompy deck.

One of the best things about these decks is using them to help tune your own tournament deck. Got an untested deck you want to try out before taking it into the lion's den? If it can handle all four

of the Championship decks, you know you're in good shape.

Finally, all four decks are printed on the same backs, which means you can mix and match cards between decks to come up with your own killer deck. If you're serious about getting into competitive play, but don't have four of every card or frequent access to other players, you should consider picking up all four Championship decks.

One word of caution—these decks contain environment-altering cards that are no longer available in Type II tournaments: Thawing Glaciers, Force of Will, Kjeldoran Outpost, etc. Testing your tournament decks against these will be slightly skewed. But still, if you're looking to hone your skills, \$40 is a worthwhile investment. ■ Jeff Haines



the box

1997 WORLD CHAMPIONSHIPS DECKS

GAME: *MAGIC: THE GATHERING*
PUBLISHER: WIZARDS OF THE COAST
GENRE: FANTASY
RELEASE: OCTOBER 1997
FORMAT: FOUR 90-CARD FIXED DECKS
SUGGESTED RETAIL: \$9.95 PER DECK



DEC. RELEASES

■ Changeling: Dreams and Nightmares

A new sourcebook for *Changeling*? We must be dreaming. Actually, it's this book that's all about the Dreaming, the misty ancestral home of the fae. This one promises insights into the sidhe as well as lots of adventure potential in Arcadia. White Wolf. 128 pages. \$18.

■ The Everlasting

Join ghouls, revenants, vampires, death-mechs, reanimates, ghosts and grim reapers on modern and historical adventures. *The Everlasting* is state-of-the-art roleplaying, with gamemasterless options, communal protagonists, personal mythology, solo replay guidelines, live-action elements, gambling, Taret, ceremony, dream control and more. Visionary Entertainment Studio. 304 pages. \$29.95.

■ Fading Suns:

Merchants of the Jumpweb

This sourcebook for *Fading Suns* details the Merchant Guild, without whom the nobles and Church would be outta luck. Besides providing a setting expansion, this supplement also adds scenario hooks for gamemasters and a wealth of character quirks for players. Holistic Design. 128 pages. \$20.

■ Heavy Gear: Crisis of Faith

The events hinted at in previous *Heavy Gear* products take shape as the story truly begins and Terra Nova moves into the future. In the Badlands, old allies meet again. In the South, intrigues are revealed and rebels become leaders. In the North, the seeds of war take root. The crisis of faith has begun. This innovative supplement is a cross between a novel and sourcebook and is a must-have for *Heavy Gear* fans. Dream Pod 9. 112 pages. \$19.95.

■ Heavy Gear, Second Edition Rulebook

Not on the heels of the computer game, this revised edition provides for the needs of players old and new. Besides the streamlined rules for tactical combat and roleplaying, the new material provides a detailed campaign setting for running humanoid war machines in the Badlands and guidelines for refereeing battles and campaigns. Dream Pod 9. 232 pages. \$29.95.

■ Heroes Unlimited, Second Edition

Boasting new adventures and rules clarifications, this diehard superhero RPG is back with a vengeance. It's still got bazillions of skills and superpowers with sections on secret organizations and robotics. Everything gamemasters and players need in one book with a kick-ass cover by Jim Starosta. Palladium. Over 270 pages. \$24.95.

Gorkamorka

Gorkamorka is the latest in Games Workshop's "Warhammer 40K Skirmish" series, and features those lovable greenskins, the orks. *Necromunda*, the first game in the series, detailed rules for small fights between rival human gangs on an industrial hiveworld. *Gorkamorka* gives rules for fights between rival small tribes of orks on Angelis, a harsh desert world with only one city on it—Mektown.

Necromunda is an awesome game and has almost as many devotees as its parent game, *Warhammer 40K*. There's just no way to talk about *Gorkamorka* without comparing it to "the original."

While many of the rules for this game are the same as *Necromunda*'s, there are several big changes. The most important is the addition of vehicular combat rules which are a big step backward for the system. Much of the fun of

Necromunda is maneuvering and clambering about among ruins, but sneaking around at 4" a turn isn't a big factor in *Gorkamorka* since most vehicles can move out of weapon range, a dozen or so inches, in two turns.

Additionally, adding just a few vehicles to a battle means adding about 20 pages of rules so this game lacks the simplistic fun of *Necromunda* as well. If you are trying to teach someone the intricacies of the *Warhammer 40K* system though, *Gorkamorka* makes a fine bridge between *Necromunda* and the main game.

The coolest thing in *Necromunda* was developing your gang through experience; fortunately, the changes to the system in *Gorkamorka* which are specialized for orkish "culture" are a blast! Players have two tribes to choose from—the Gorkers, who emphasize Muscle and shooting skills, and the Morkers who favor Driving and Cunnin' skills. Perhaps to make up for the lack of tribal choices, the rules have a

nice list of options for visiting the Mekboyz to customize your vehicles

the box

GORKAMORKA



PUBLISHER: GAMES WORKSHOP

DESIGNERS: RICK PRIESTLEY, ANDY CHAMBERS AND GAVIN THORPE

GENRE: FANTASY

RELEASE: OCTOBER 1997

PACKAGING: 12 ORKS, 2 TRUKKS, 2 TRAKS, 6 PLASTIC BULKHEADS, 2 ACCESSORY SPRUES, A CARDBOARD FORT, CARDS, COUNTERS, EMPLATES, TRANSFER SHEETS AND A TUBE OF POLYSTYRENE CEMENT

SUGGESTED RETAIL: \$69.99

"It's easy being green."

and, through trips to Doc's Serjery, you can attempt to upgrade your tribal members as well. Such customizations often go wildly wrong, but then, this sort of thing is the fun of the system.

The rules books are littered with orkish literary expressions—the main rules are "Da Roolz" and the book with the campaign and experience rules is "Da Uvver Book"; this does much to get players into the orkish mindset for the game.

There are also some fascinating intelligence reports from the Imperium regarding the personal details of orkish physiology; the reason all orks are green—except, of course, for the brown ones—is finally settled once and for all. These reports make for some great reading, making it worthwhile to borrow the rulebooks even if you don't plan on playing the game.

My biggest complaint with the system is that "gangs" created here aren't directly comparable to the gangs in *Necromunda*. The point systems used to rate gangs/tribes are dramatically different. I guess a 2,000 point gang in *Necromunda* is worth an ork mob rating of 250, but someone else might claim otherwise. That's a shame because there are plenty of people out there who would love to pit orks versus humans in battles less technology-driven than on the usual *Warhammer 40K* battlefield.

Overall, the game is good, but *Gorkamorka* pales a little next to its older brother. If you loved *Necromunda*, you'll like this game, but if you've never tried *Necromunda*, check it out first to see if it leaves you thirsting for more. ■ Rick Moscatello

THE GOOD

- Orks are always portrayed as a race that fights itself nearly as much as it fights other races. A game which focuses entirely on this little cultural flaw is long overdue.
- If you are looking to teach someone the basics of *Warhammer 40K*, *Gorkamorka* is a good, fun, simplified version of the game.

THE BAD

- Those vehicle rules are just a bit too complicated for what should be a simple game. Spinning, turning, ramming and accelerating all detract from plain old shooting.

THE UGLY

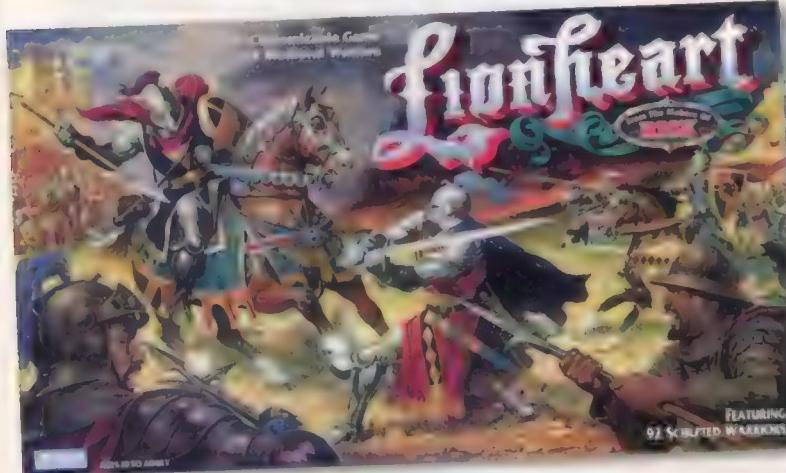
- The models are much harder to assemble than before—expect to spend several hours gluing things together before the first shoota is fired!

Lionheart

Games in big boxes with lots of plastic pieces always get my heart racin' *Lionheart*, the new "customizable game of medieval warfare" from Parker Brothers, proved no exception. A mix of 92 knights, warhorses, mercenaries, peasants and, of course, your basic swordswingers and archers, caused my latest plastic-induced pulse boost.

The figures fit into special bases; by plugging in a mix of combatants, you customize your army. Each player gets 10 bases to form his units. As a unit takes casualties, figures are removed. Each figure gets to roll combat damage when it attacks and is used to absorb losses when the unit is hit.

Lionheart's scenario is that you're a king leading a medieval army into battle. The battlefield is basically a 9x10 square chessboard. Your king must set up in the back row middle, but the rest of your army can deploy around him in the first two rows any way you like. Each turn you're allowed two actions from three choices: move, turn or attack.



The object, as in chess, is to kill the enemy king, though you can also win by eliminating your opponent's entire army. Attacks are resolved by rolling special six-sided dice, each of which has three faces with a battleaxe, two faces showing crossed arrows and one face that reads "Panic." Most units score a hit for each battleaxe rolled. Archers hit each time they roll the arrows. Roll too many "Panics" and your unit turns tail and runs.

As is the norm for titles from the mega game corporations, the rules to *Lionheart* are super-simple. You can read them in less than five minutes and be playing the "advanced" game in less than 10.

Simple doesn't mean dull, though. Like other mass-market wargames like *Risk* and *Axis & Allies*, a game of *Lionheart* is a fun way to spend an hour dice-chucking.

Just don't expect the military tactics you learn from *Lionheart* to earn you an appointment to the U.S. Military Academy.

It's not that deep. On the plus side, you don't have to shave your head to play.

I won't ruin it by giving away hard-learned strategy tips but I do suggest naming your king "Lionheart." That way, when he engages in combat, you can clutch your chest and shout: "Lionheart attack!" ■ Tom Sizewell

the box

LIONHEART



PUBLISHER: PARKER BROTHERS

GENRE: MEDIEVAL WARFARE BOARD GAME

RELEASE: OCTOBER 1997

COMPONENTS: GAMEBOARD, 20 BASES, 92 WARRIORS,

4 COMBAT DICE

SUGGESTED RETAIL: \$40

DEC. RELEASES

■ L5R RPG: Shadowlands Sourcebook

Here she come now, singin' "Oni Oni..." Everything you ever wanted to know about goblins, skeletons, mujina and all the other nasties that dwell where the honorable folk fear to go. Bring your porcelain mask. Five Rings Publishing. \$19.95.

■ Magic: The Gathering: Vanguard Gift Box

You've probably seen the oversized *Vanguard* cards which break the rules of *Magic*. Well, this package gives you all eight of these powerful buggers. You also get a Italian *Mirage* starter, a Japanese *Visions* booster, a Korean *Weatherlight* booster and a card-storage box. All this for a penny under 20 bucks. Wizards of the Coast. \$19.99.

■ Middle-earth CCG: A Long-awaited Party

Dare to enter the Witch-king's most protected citadel. Collect a bunch of hidden toys and fireworks so Bilbo can throw his famous birthday bash. This book contains four new scenarios, 16 new site cards and a color map of Eriador—a wealth of good, old-fashioned fun. ICE. 18 pages. \$10.

■ Middle-earth CCG: The White Hand

There's always been corruption in Middle-earth, but now that corruption has spread to you! The latest *MECCG* set introduces corrupted wizards with the ability to use either good or evil resources but control only weaker heroes and minions. *Middle-earth's* now more versatile than ever. ICE. 12-card booster packs (two rares per pack). \$3.25 per booster.

■ Mind's Eye Theatre: The Long Night

"My name is Vlad. I live in a tower and suck blood." *The Long Night* is the *Mind's Eye Theatre* adaptation of *Vampire: Dark Ages*. Introduce your medieval vampires to the joy of rock-parchment-scissors in this latest live-action translation of a *Storyteller* game. White Wolf. 112 pages. \$10.95.

■ Noir: Hard Boiled

If you can't imagine a pulp-style adventure without booze, sex and abuse, check out this NC-17 rated supplement for the gritty-in-The-City roleplaying game. Even if you're into a more PG-13 rated game, you'll enjoy the new, enhanced combat system that's even got rules for car chases. Archen Gaming. 258 pages. \$24.95.



Homo Sapiens Robustus

Castle Spulzeer & The Forgotten Terror

"Your players can't say 'No.'"

Two new modules from TSR form a first in Advanced Dungeons & Dragons—a direct crossover between two campaign settings. The two-part adventure starts in the Forgotten Realms with Castle Spulzeer and continues in Ravenloft with The Forgotten Terror.

In theory, the two can be played separately, but they are much better when run together. Without giving too much away, the plot involves the latest chapter in the sordid history of the Spulzeer family, an important power in the lands of Arnn and Tethyr for centuries. In these modules, the PCs are thrust into the middle of a lethal family feud which is further fueled by a powerful, sentient artifact.

The history of the Spulzeer family, out-

lined in *Castle Spulzeer*, is remarkably well-done. The rich story does a good job of drawing a potential DM into running the adventure. The castle itself is intriguing as well, having served as everything from a center for political gatherings to a gambling hall and brothel in its long and colored history.

Unfortunately, the adventure itself falls short. The plot-line is littered with logistical problems, starting with how the players are drawn into the fold—they can't say "No." If they do not accept the major NPC's initial offer, the DM is encouraged to have other NPCs "follow the PCs all over the continent if necessary." Eh...Also, too much of the adventure consists of side-treks that don't really add to the final scene, and a mere 10 pages describing the castle hardly seems like enough.



On the other hand, *Forgotten Terror* is intriguing all the way through. It's not your typical *Ravenloft* adventure—the focus is on exploration and discovery. But the layout of the new domain is very conducive to enjoyable sessions of roleplaying. There's a different puzzle at each turn and, even better, it's non-linear. My only complaint with FT is that it's way too deadly. There's one area that, when trying to leave, offers a 50% chance of being utterly annihilated. Excuse me?

Forgotten Terror is okay by itself, but it is much more intriguing with the proper background. The adventure in CS doesn't present enough of that background, but there's more than enough information to get you started. If you're willing to put in the time to craft an adventure from the info in *Castle Spulzeer*, once you get to *Forgotten Terror*, it will have been worth the effort. ■ Jeff Bannes

the box

CASTLE SPULZEER FORGOTTEN TERROR



NAME: AD&D
PUBLISHER: TSR
AUTHORS: DOUG STEWART (CS);
 WILLIAMS CONNORS (FT)
GENRE: FANTASY
RELEASE: OCTOBER 1997
FORMAT: 64-PAGE SADDLE-STITCHED
SUGGESTED RETAIL: \$12.95 EACH

Of Ships and the Sea

A vast, ye hearties! Run the Jolly Roger up the mast of that canoe and aim the cannons at the pentekonter across the bay. *Of Ships and the Sea* provides an appropriate adventuring crutch for even the scurviest of landlubbers.

The first part of the book deals with almost any kind of real-life ship or boat for which you'd have a need in a fantasy adventure. To say that the author went a bit 'overboard' here is an understatement. Ships, sizes, construction costs...nautical travel, shipwrecks, naval combat....Want to know which spells

are the best for fighting a sea battle or the exact pro-

cedure for grappling an adjacent ship? It's all here in painfully anal detail. The biggest question this raises though is, "Will your players want all the possible modifiers for naval experience and combat?" If so, you've got all you want right here. If not, this is information overload and ends up merely adding color for a DM when the setting involves a ship.

I was much more excited about the second part, which involves a complete and detailed examination of underwater movement and combat. What happens when that crossbow goes under—does it still work? The spell-casting sections in this chapter offer some real insight into how wizards function under the surface of the waves beyond "you can't talk underwater, so you can't cast spells." In

"What happens when your party meets up with the cast of 'Baywatch'?"

a campaign where players might drown if their mage is handicapped, this supplement provides solid guidelines for what happens should your party meets up with the cast of "Baywatch."

The bad thing about this book is that there's no hook—no adventures or suggestions on how to work this information into an existing campaign. I've got all of this incredibly researched and detailed information on water and combat, but what in the name of Poseidon am I supposed to do with it? Where's the giant electric eel or the cool new sea dragon? At the very least, I expected a tie-in to the new *Sea Devils* sourcebook or *Evil Tide* adventure trilogy, but there are no monsters to fight here or new horizons to explore. Just cold, hard, wet facts. ■ Brent Fishbaugh

the box

OF SHIPS AND THE SEA



NAME: AD&D
PUBLISHER: TSR
AUTHOR: KEITH FRANCIS STROHM
GENRE: FANTASY
RELEASE: OCTOBER 1997
FORMAT: 128-PAGE SOFTCOVER
SUGGESTED RETAIL: \$19.95



DEC. RELEASES

Chron X: Overture

When reviewing a CCG expansion, it's pretty easy to determine whether or not it's a winner. Things you look for when checking out or playing with the cards are innovative new concepts to the original game, powerful kick-butt cards that everybody can think of a use for and subtle cards that work well in combination. What happens when you've got all that and more?

That's where *Overture* comes in.



The new expansion for *Chron X* is packed with new cards that break the mold; but then again, the liberty to program cards rather than print them certainly gives you more room to play. Let's start by looking at the new Headquarters—yes, five new HQ's you can use instead of your generic one, all with special

the box

OVERTURE

GAME: CHRON X
PUBLISHER: GENETIC ANOMALIES
GENRE: POST-APOCALYPTIC WARFARE
RELEASE: NOVEMBER 1997
SET SIZE: 145 CARDS
PACKAGING: 15-CARD BOOSTER PACKS; 180-CARD BOOSTER BOXES
SUGGESTED RETAIL: \$3.00 PER BOOSTER PACK; \$25.00 PER BOOSTER BOX



Photo © 1997 Genetic Anomalies

"*Overture* is virtually perfect."

abilities. Armored HQ has 50 HP to start instead of 25, and Distributed HQ places three "pieces" randomly in three different cities; all three must be destroyed for your opponent to win.

There are plenty of nifty new assets like Advance Operative which doesn't tap when it's deployed and can be deployed in cities without bases. Taikun Cleaner can be deployed in your opponent's HQ when your HQ has less than 10 HP remaining, then tapped to do direct damage to an Asset with Anti-Terrorism as though you had attacked. There are also cool interventions like UN Curfew which shuts down all base production on both ends, and Riot! which gives you three random Nonames Assets in a target city until the end of the turn. Better yet, Riot! can be used during your defense round, surprising your opponent. Cards like these allow for some interesting new strategies.

Overture certainly takes advantage of a computer's randomizing potential. Who knows what your target Asset will pull from the Weapons Crate Enhancement, what the effects of the Mukhariq AI Program will be or whether or not your Salvaged Golem will stick around and attack for you this turn.

Genetic Anomalies certainly is on the right track. They were the first to break new ground and release a virtual CCG; now they've come up with a killer expansion for it. If you play *Chron X*, you won't want to miss out on *Overture*. It's nothing short of incredible. ■ Steve Zamborsky

■ **Rage: Snake Eyes: Rage Across Las Vegas**
The first of the *Rage* relaunch sets features the Get of Fenris (a Germanic tribe of werewolves with visions of racial superiority) and the Wendigo (a Native American tribe of werewolves with visions of racial purity). This one oughta be good. Five Rings Publishing. 60-card starter decks; 15-card booster packs. \$8.99 per starter; \$2.99 per booster.

■ **Rifts: Index & Adventures: Vol. Two**
This supplement is heavy on the index and light on the adventures as it references the last two years of releases such as *Juicer Uprising*, the *Coalition* books, the *New West* books, *Rifts Underseas*, *Game Screen & Adventure Pack*, *South America II*, *The Mechanoids*, *Phase World* and *Rifts Japan*. Oh yeah, and it has some adventures for *Hook, Line and Sinker*. Palladium. 98 pages. \$12.95.

■ *Holomaster Annual '97*

So you want to master *Holomaster*? Don't have all the charts? Well, the '97 Annual packs together complete tables for many of the areas, character record sheets for *Black Ops* and *Psip Adventures*, along with a new compilation of spells. Life doesn't get much better. ICE. 128 pages. \$12.

■ *Silent Death: ASP Technocracy*

Once down and out, the Terran's Technocracy has fought back to become the world's most technically advanced power. Among the many things this new house book includes are new technologies and scenarios, ASP Technocracy history and six new fighters (Quark, Pulsar, Pterradon, Binary, Nova and Nebula II). ICE. 80 pages. \$14.

■ *Teenagers From Outer Space, 2nd Edition*

To celebrate the tenth anniversary of this classic humorous roleplaying game, *TROS* is returning with new art, new rules and a huge section devoted to animé. Unless you're a Real Weirdie, check this out. R. Talsorian. 128 pages. \$18.

■ *Vampire: Dark Ages: Three Pillars*

The Three Pillars are the three castes that make up Dark Ages life: the peasantry, the nobility and the clergy. Your V:D character came from one of them; learn all about them in this basic primer on medieval life for those who fell asleep in seventh grade history. White Wolf. 160 pages. \$18.

■ *Werewolf: Tribebook: Stargazers*

"When you snatched the pebble from my paw, Grasshopper, you will be ready to leave the caern." Learn the secrets of this tribe of werewolves from the East, including nifty Kailindo tricks. White Wolf. 72 pages. \$10.

GURPS: Black Ops

That dark spot in your closet haunting your dreams when you're alone at night holds many secrets: aliens, demons...brainsquids. But now, there's someone to watch your back, someone you'll never know to thank. *GURPS: Black Ops* is "Men in Black" without the humor or, more accurately, the "X-Files" meets James Bond. Serious and over-the-top science-fiction action; it's all secrecy and technology wrapped up in a toasty blanket of danger—danger supplied by the alien enemies of mankind.

Readers are treated to a detailed account of life at the training academy for Black Ops—what courses you take, what specialized sec-

tions of the organization are available, etc. Death is a real

the box

GURPS: BLACK OPS



PUBLISHER: STEVE JACKSON GAMES
AUTHORS: JEFF KOKE & S. JOHN ROSS
GENRE: SCIENCE-FICTION/CONSPIRACY RPG
FORMAT: 128-PAGE SOFTCOVER
RELEASE: NOVEMBER 1997
SUGGESTED RETAIL: \$17.95
CONTACT: sjgames@io.com

part of life in the Black Ops, a.k.a. "the Company"—not just on missions, but while training at the academy. Would you join a secret group that would kill you if you washed out?

There is information on the inhuman foes of the men and women in black:

wigglers, sewer flukes, ice weasels and brainsquids—ya gotta love brain parasites that break down after death and are transmitted by sneezing.

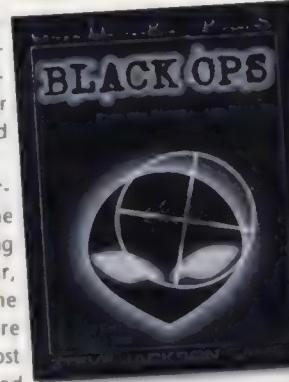
Black Ops is thoroughly detailed in the description of everything it mentions; however, some of the things the authors leave out are those things which most interest me. I wanted detailed information on how the Company interacts with the human forces against it. I was shown how the odd person who learns of the conspiracies both for and against mankind are brainwashed, but what happens when a whole building

"It's all secrecy and technology wrapped up in a toasty blanket of danger..."

full of people or a whole criminal organization learn about the Black Ops, their scope and their agenda?

I missed some of the Illuminati-type aspects of covert operations that would certainly be employed by and against such an organization. Similarly disappointing was the art. I've enjoyed Dan Smith's art in the past, but here, the black-and-white format of the illustrations left it wanting. I think the readers would have better been served by diagrams and schematics than black-and-white artwork which seems to be repeated from page to page.

In the cosmic scheme of the book, these are small concerns. There is more than enough information here to add the Company to an existing *GURPS* campaign or start its own; you won't be lacking for material. I only hope that we'll end up with a *Block Ops II* with still more secrets. ■ Brent Fishbaugh



Heaven and Hell

Go to Hell.

Or Heaven, if you want. Either way, don't head out without a copy of the latest supplement for *In Nomine* in your suitcase. It's an invaluable resource for the *IN* player or gamemaster investigating the celestial realms.

Without stooping to something as crass as a map, the authors manage to convey the splendor and horror of the twin realms through descriptions of the various principalities and cathedrals, themselves reflections of

the box

HEAVEN AND HELL



NAME: *IN NOMINE*
PUBLISHER: STEVE JACKSON GAMES
AUTHORS: JAMES CAMPBAS, DAVID EDELSTEIN,
MATTHEW GRAU, KENNETH HITE,
STEVE KENSON, CHRIS PRAMAS,
S. JOHN ROSS & JOHN TYNES
GENRE: SUPERNATURAL
FORMAT: 128-PAGE SOFTCOVER
RELEASE: OCTOBER 1997
SUGGESTED RETAIL: \$17.95

the Superiors who administrate them. You'll see the endless party in Novalis' Glade, the angelic training ground of The Groves...as well as the decadent houses of pleasure that line the streets of Shal-Mari and the smelting forges of Tartarus in Hell. Who'd have thought that the devil's library had a Children's Section? There's also the first hints of a third realm, Limbo, that's literally nowhere.

H&H also serves up the dirt on two of the more intriguing superior-pairs: Dominic and Asmodeus, the two lawmakers, and Yves and Kronos—whose secret is so tasty it wouldn't be fair to reveal it here. We also get our first glimpse of Zadkiel, the Archangel of Protection, and Mammon, the Demon Prince of Greed. Let's just say that

"Go to Hell."

"Quantum Leap" fans will be pleased with the attunement for the Kyriotates of Zadkiel. The book ends with "No Dinero," a pocket-sized adventure set in the East Village of New York City. It's got drugs, skinheads and Norse Gods—not a bad bunch of ingredients. Still, the adventures have always been the weakest part of the Revelations Cycle series: the scenarios are so self-contained that it's hard to drop them into an existing campaign, even one involving the plot established in the books.

Although it doesn't have the universal utility of *The Marches*, *Heaven and Hell* is invaluable for *In Nomine* campaigns that ever intend to leave the corporeal plane for those of their Superiors. If you plan on being heaven-sent or hell-bound, you ought to pick this one up. ■ Jason Schneiderman



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december

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	Salt Lake City	(801) 374-9058
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Dec. 20	Las Vegas	(801) 374-9058
Dec. 21	Puyallup	(206) 675-1608
Dec. 27	Anchorage	(907) 274-4112

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	St. Louis	(847) 222-1994
	Los Angeles	(714) 444-4601
	Denver	(303) 366-3977
	Columbus	(800) 529-3976
Dec. 20	High Point	(910) 889-9900
	Las Vegas	(801) 374-9058
	Atlanta	(770) 753-0030
Dec. 27	Harrisburg	(800) 852-2442

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Jan. 29-Feb. 1

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january

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	Houston	(713) 680-1870
	San Francisco	(650) 947-0398
Jan. 10	Honolulu	(808) 596-8236
	Sacramento	(916) 489-9211
Jan. 11	Los Angeles	(714) 444-4601
Jan. 17	San Francisco	(650) 947-0398
	Seattle	(206) 675-1608
Jan. 18	Phoenix	(714) 444-4601
	Vancouver	(604) 521-4471
Jan. 24	Denver	(303) 366-3977
	Seattle	(206) 675-1608
Jan. 25	Los Angeles	(714) 444-4601
Jan. 31	Lubbock	(806) 763-4054

Pro Tour-Los Angeles Qualifiers

Jan. 3	San Francisco	(650) 947-0398
	Kansas City	(913) 962-4263
	Providence	(800) 852-2442
	Chicago	(847) 222-1994
	Eugene	(541) 485-0375
	Little Rock	(501) 661-0870
	Houston	(713) 680-1870
	Columbia	(770) 753-0030
	Syracuse	(212) 633-6320
	Indianapolis	(847) 222-1994
	Lincoln	(402) 434-5056
	Los Angeles	(714) 444-4601
	Honolulu	(808) 596-8236
	Seattle	(206) 675-1608
Jan. 10	High Point	(910) 889-9900
	San Francisco	(650) 947-0398
	Miami	(770) 753-0030
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Holiday

A dark, atmospheric scene featuring a glowing 'Holiday' sign at the top. Below it is a Christmas tree decorated with various ornaments and lights. In the foreground, there's a carved jack-o'-lantern, a wicker basket filled with wrapped candies and small figurines, and a bottle of butter.

20 Magic Cards

'Tis the season to enjoy another handful of *Magic* cards you'll never see.

Is the most pathetic holiday Groundhog Day? A little rodent determines the fate of spring? What's up with that? And don't even get us started on Columbus Day—the guy was lucky enough to run into land at all, let alone get credit for discovering America.

But don't get us wrong. Holidays are fun. You can't beat the "spirit" of Halloween, and Christmas and Hannukah presents spice up those winter months. So in honor of our favorite holidays—and even some "what day is that again?" celebrations like Flag Day—we present eight holiday-themed *Magic* cards.

By the *InQuest* staff. Art by Phil Foglio and Allen G. Douglas.

Photo: Paul Schmid. Magic: The Gathering is a registered trademark of Wizards of the Coast



Hollow Weenie

Halloween's our favorite holiday around here so, naturally, we wanted a nifty "trick or treat" power for a card. Splitting apart the holiday's name just gave us one more piece of the puzzle.



Santa Claus

Christmas is the time of giving and that's what Santa's all about—exchanging gifts with your opponent. Plus, you never know just what you're going to get from a gift-wrapped package under the tree.



Turkey of Bogardan

A regular turkey wouldn't have made for much of a Magic card; however the Turkeys of Bogardan are a much heartier sort, hot-tempered and made out of fire and lava. Once you get 'em on the table, however, they make for quite a robust meal. And, of course, they're self-basting.



Flag Day

There are two ways to observe Flag Day. The first is by playing with legends. The second is by not playing with them and using the extra time to build up a huge armada or set up a lock. Since it's white and blue, you'll probably have a Disenchant or Boomerang to remove it when it gets troublesome.

Easter Egg



Artifact

Easter Egg comes into play tapped. When Easter Egg comes into play, roll a six-sided die. Easter Egg gains the following ability based on the result:
 1-2: Sacrifice. All creatures you control gain +1/+1 until end of turn.
 3-4: Place a Pan K'u token on Easter Egg. Sacrifice Pan K'u token. Destroy all creatures in play with 2 toughness or less.
 5-6: Sacrifice. Bring a Pan K'u token into play. Treat Pan K'u token as an exact duplicate of any creature in play.
 7: Remove Easter Egg from the game. Bring a Rukh token into play. Rukh token counts as a 4/4 red creature with Flying.

*Illustrated by Phil Foglio
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Easter Egg

Nothing's better on Easter morning than finding an egg or two. And each time you find one, it's a surprise! This Egg runs the gamut—hard-boiled to Rukh.

Groundhog Shadow



Summon Undead

Flip a coin for each creature blocking or blocked by Groundhog Shadow. If the flip ends up in your favor, the creature is removed from the game for X turns, where X is the creature's casting cost.

When the groundhog sees its shadow, it retreats into its burrow for a long winter. When others see its visage, they recoil in fear.

*Illustrated by Allen G. Douglas
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3/1

Groundhog Shadow

Sure, Groundhog Day may not offer much more than a weather forecast, but you've got to admit an Ertai's Meddling for creatures is pretty cool. Imagine Punxsutawney Phil here with a Lure on him!

Dreidel Golem



Artifact Creature

Announce how much life you wish to wager. Wager can be up to the total amount of life you currently possess. Flip 2 coins:
 Heads & Heads: Gain wagered amount of life.
 Tails & Tails: Lose wagered amount of life.
 Any other result: No effect.

As the gelt piled higher and higher, the soldiers' eyes grew wide as the spinning creature drew closer.

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1/3

Dreidel Golem

The original dreidel was a gambling game that spelled out "A Great Miracle Happened There" in code. This one's also a gamble and, with the potential to double your life score, can make miracles happen for you. Happy Hannukah!

New Year's Eve



When New Year's Eve comes into play, put three Confetti tokens on it. During your upkeep, remove a Confetti token. When there are no Confetti tokens on New Year's Eve, each player must bury all permanents, shuffle his graveyard into his library, empty his mana pool and draw a new hand of seven cards.

At the end of the Dominion year, all creatures great and small gather in Urtza's Square to watch the Chaos Orb drop.

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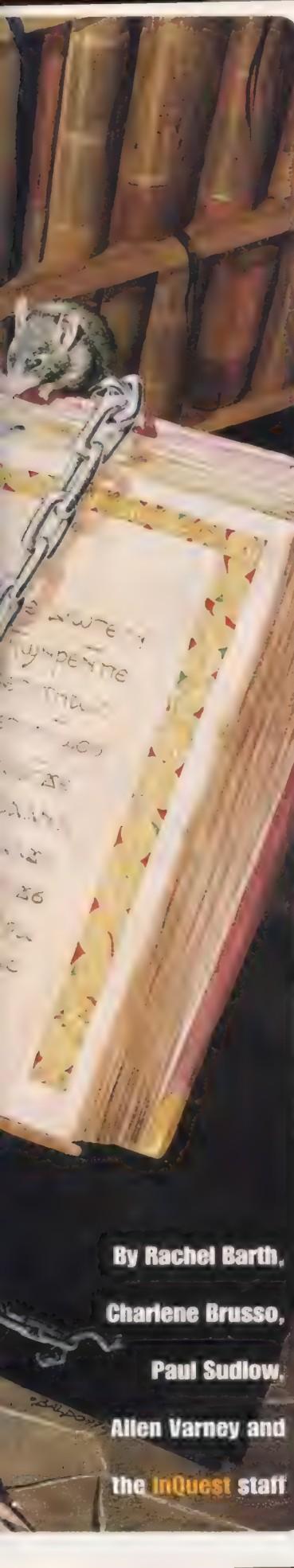
New Year's Eve

Should old acquaintance be forgot? No way! He gets to start his game over, same as you. Ring in a new year with a new hand and a new chance at victory.

STOLEN



SECRETS



50 IDEAS FROM FANTASY AND SCI-FI LITERATURE ADAPTABLE TO YOUR RPGS

When a jittery little guy wearing a purple coat showed up at our office, no one thought twice about it. Probably just someone's dad. Or maybe our first groupie. Heck, perhaps the artist formerly known as Prince was lost and having a really bad hair day.

But the diminutive robed man got our attention real quick after producing the book shown on these pages. He said it was some kind of mysterious "living tome" that contained all the secrets

of gaming. He claimed that with the tome you could make roleplaying come to life. We noticed that he was missing fingers on both hands and began to believe him.

He reached deep into a coat pocket and with his remaining thumb and pinky retrieved six crumpled pages. On them were these 50 ideas from some of the greatest fantasy and science-fiction novels ever written, ideas sure to liven up any roleplaying campaign.

1 Never Say Die

SOURCE: *Riverworld* series by Philip José Farmer

IDEA: When we die, everyone that has ever lived—you, me, Mark Twain, Hitler—is resurrected on a mysterious alien world.

TIE-IN: Rather than run with the standard set of adventures, maybe a campaign begins only when the player characters (PCs) die and the afterlife is a strange, strange place.

drugs a friend's mistress and puts her in a circle of sand from holy ground. For 11 hours, he watches a duplicate woman grow slowly in the circle, grains of matter congealing around her spirit. But, bored and drunk, he rapes her, then falls asleep in the circle—inadvertently creating a double of himself.

TIE-IN: Could a wizard in your campaign try the same sway on a player character? What if, instead of a direct confrontation, a clone makes mischief in some remote locale and the PC takes the blame?

3 Superconducting Trolls

SOURCE: *Men at Arms* by Terry Pratchett

IDEA: Dangerously cold temperatures are optimal for the a troll's naturally superconducting brain. But who knows what brilliant discoveries are lost at room temperature?

TIE-IN: Have the players discover a race of creatures that seem unintelligent or unskilled but change as their environment changes, perhaps being dangerous and cunning hunters in the winter, but slow and stupid in the warmer months.



Matter-congealed duplicates? You may just run into these hideous creatures in your campaign.

2 Glyphs that Copy You

SOURCE: *Imajica* by Clive Barker

IDEA: A Maestro (sorcerer) can use a magical ritual to duplicate a human being. The Maestro Gentle secretly

4 A Game of Damage

SOURCE:

by Iain M. Banks

IDEA: Technically just a multiplayer gambling game of skill and bluff, Damage also uses consciousness-altering, two-way "emotor units." The cards in each player's hands lets them create fear, despair, exhilaration or other

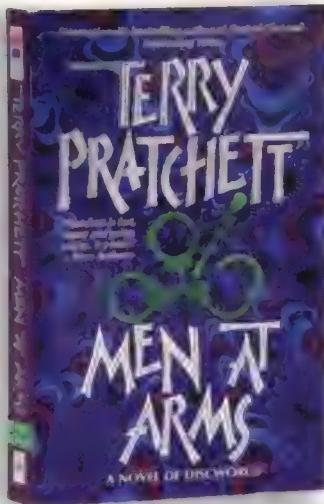
By Rachel Barth,

Charlene Brusso,

Paul Sudlow,

Allen Varney and

the InQuest staff



Here's a twist: Trolls that are clever at cold temperatures, but stupid in the heat.

emotions in one or several opponents. A poison button on the emotor console lets deeply affected players commit suicide. Big-time Damage players attract addicted groupies who stand near the emotor units to experience the third-hand feelings.

TIE-IN: Instead of a challenge being resolved in the clichéd Roman-type arena, make the PCs resolve their battles in unfamiliar ways, such as a "Damage" game.

5 Library Maze

SOURCE: *The Name of the Rose* by Umberto Eco

IDEA: One of the key libraries in 14th century Christendom is located in a fortress abbey. Its precious books are protected by traps and a maze (there is a map in the novel). The filing system is equally devious: each room has a letter on the wall which, when linked with other letters in other rooms, spells out the various filing categories in Latin. One leads to a secret room filled with banned books.

TIE-IN: The PCs may be called upon to decipher the filing system of a similar library, either in search of a certain book or the library's secret stacks.

6 Ancient Time Traveler

SOURCE: *Lightning* by Dean R. Koontz

IDEA: Stefan's a time traveler not from the future, but from the past. World War II Nazi Germany, to be exact. So why does a man from 50 years in the past keep saving the life of a woman from the present, a woman destined to die?

TIE-IN: In a fantasy campaign, a similar

time traveler could appear—maybe seen as an ancestral spirit—bearing crucial information to a mystery the PCs are working on.

7 Virus Eats Your Brain

SOURCE: *Snow Crash*

by Neal Stephenson

IDEA: The Nam-shub is a type of virus which is transmitted verbally or visually—if you hear or see the virus (it looks like static), it affects and alters the functions of the brain. Hackers are especially vulnerable to it.

TIE-IN: A hacker NPC receives a mysterious disk. When she loads it up, she goes into a coma and her machine suffers a total system crash. As this sort of problem spreads through the hacker community, the PCs investigate. Alternately, the Nam-shub is a keen new spell for mage-type PCs.

8 Picture Perfect

SOURCE: *The Portrait of Dorian Grey* by Oscar Wilde

IDEA: Dorian Grey drinks, drugs and debauches to his heart's content and never looks any worse for wear. Why? Hidden away in his manor is a painting of him that displays all the ravages that he puts his body through.

TIE-IN: The characters run into a foe with such a portrait...only this one also protects him from combat damage. How do the PCs defeat a foe they can't harm? Worse yet, what if the double isn't a replica, but a living twin?

9 A More Dangerous Game

SOURCE: *Do Androids Dream of Electric Sheep* by P.K. Dick



Want to stir up your campaign?
A time traveler from the past is just
the ticket.

IDEA: A man is engaged in "retiring" rogue replicants (androids) who try to pass themselves off as human.

TIE-IN: Players are asked two questions: What constitutes life/sentience? And do they have a right to interfere with what may be the natural evolution of such life? Replicants exist and aren't hurting anything, despite traits which are obviously superior to humans. Do we have the right to hunt them merely because we fear them?

10 A Human Zoo

SOURCE: *An Alien Heat*

by Michael Moorcock

IDEA: In the incalculably far future, humans live like decadent gods. One, the melancholy Mongrove, keeps a huge menagerie stocked with plague bacteria (viewed by screens an eighth of a mile across), alien Fluctuants (shapeshifters) and many more. The Human House is stocked with men and women kidnapped from every major period in human history—as Mongrove understands history, which is not well.

TIE-IN: Imagine what an omnipotent but clueless zookeeper might build as a habitat for your player characters. When he (it) swoops down and shanghaies them for his zoo, they must figure out what he *thinks* they are before they can convince him they're not.

11 Carrying the Weight of the World

SOURCE: *Demon with a Glass Hand* by Harlan Ellison (from his teleplay)

IDEA: At the story's end, the hero discovers he is carrying the populace of Earth digitally encoded in his cybernetic arm. He has been sent hundreds of years back in time with his precious cargo so that he may release them after invading aliens have died off from a plague humankind unleashed.

TIE-IN: Players may discover that they unwittingly carry the hope for the world's survival inside themselves or their possessions.

12 Dreamland Adventures

SOURCE: *Dictionary of the Khazars* by Milorad Pavic

IDEA: Dream Hunters are the priests of the Khazars. They make themselves at home in the world of our sleep, pursuing their prey among the objects in our dreams. The fish they catch are the ones that got away from us, growing ever larger behind our sleeping eyes.

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TIE-IN: Playing a Dream Hunter would allow a PC to explore the fascinating realm of dreams. Maybe the princess is dreaming of a blue rose, and requires a Dream Hunter to retrieve it...but what danger does he encounter in the dreams of royalty?

13 Planar Travel by Shifting Shadows

SOURCE: "Amber" series

by Roger Zelazny

IDEA: Amber is the one real world and all other worlds are merely shadows of it. Only members of Amber's royal family are able to travel between worlds by "shifting shadow," changing the world around them one detail at a time until they've morphed to their chosen destination.

TIE-IN: Imagine being able to adventure in a huge variety of surroundings without ever really leaving home.

14 Welcome to the Afterlife

SOURCE: *Taltos* by Stephen Brust

IDEA: Head north. Cross the Forever Plains. Follow Blood River till you come to Deathgate Falls. Descend the cliffs and you're on the Paths of the Dead-in-Hell, basically. Most people go there when their corpses are sent over the Falls. But a person could choose to go there...

TIE-IN: A very important PC dies. The other PCs cannot proceed without this person, and hence they must enter the Paths of the Dead to retrieve their fallen comrade. Naturally this won't be easy.

15 God Is in the Details

SOURCE: *Watchmen* by Alan Moore & Dave Gibbons

IDEA: The world's smartest man chooses to make Earth believe it's under alien attack to frighten it into unification. During this time, he also kills a number of heroes to divert their attention from his plans.

TIE-IN: The players discover that the grand campaign is really for naught and the real treasure or objective is hidden behind what appeared to be a small plot thread.

16 Rift Magic

SOURCE: "Riftwar" saga

by Raymond Feist

IDEA: A "rift" is a sudden tear in the fabric between normal space and the realm of magic, with dire results for the land and area. Fortunately a young magician named Pug is able to turn the wild magic back and repair the rift.

TIE-IN: In the countryside outside the PCs' home city, reports of strange things (due to raw magic seeping through a rift) are becoming commonplace. The PCs are sent to investigate the trouble and put a stop to it before things get any worse.

17 The Big Picture

SOURCE: "Time Wars" series (specifically, *The Kyber Connection*)

by Simon Hawke

IDEA: Soldiers patrol the timestream to prevent temporal terrorism; however, they are unaware that certain weapons they use have devastating side effects in parallel universes/timelines. Unaware until those timelines—including dopelgangers of themselves—make war upon ours.

TIE-IN: Players find out that their seemingly inconsequential acts have major repercussions either in their lives or in other worlds previously unknown to them.

18 Doomsday Weapons

SOURCE: *Cat's Cradle* by Kurt Vonnegut

IDEA: Everybody wants the secret formula that will freeze all the water in the world. In the end, someone accidentally uses it and effectively destroys the planet.

TIE-IN: Players may be aware of the powers they possess, but unaware of the extent of those powers or the consequences of using them.

19 Redemption

SOURCE: *The Bible: Old Testament Book of Judges: Chapters 13-16*

IDEA: Samson, redeemer of Israel, boozes it up, sleeps around and



In the "Wheel of Time" series, magic is both powerful and poisonous.

neglects his responsibilities. After he's captured, tortured and blinded, God gives him back his power and he deals one last blow to his enemies as he dies.

TIE-IN: The PCs blow it and the town where they're staying pays the price, but after paying suitable and extreme penance, they're given a second chance to redeem themselves.

20 A Narrow Valley

SOURCE: *Narrow Valley* by R. A. Lafferty

IDEA: In 1893, to escape homesteaders and taxes, a Pawnee Indian performs a ritual to guarantee his tribe's safety. Afterward the original 160-acre valley looks like a five-foot ditch. Stand on one side and throw a rock or fire a rifle and the rock and bullet fail to reach the other side, and those who enter the valley are reduced in size.

TIE-IN: While the PCs are gone, a rival magician performs a similar ritual and hides their stronghold. Now their land is just a ditch between two fields, or an alley between buildings. It's still there, if they can find it.

21 Mechs with Dragon Hearts

SOURCE: Anime series "Visions of Escalation" by Hajime Yada and Shouji Kawamori

IDEA: The knights of this fantasy world pilot immense clockwork mechs into battle. Each mech is powered by the crystal heart of a dragon, which must be slain by the warrior who hopes to make use of its power. As time passes, the warrior becomes more attuned to his mech, but at a price—damage done to the mech increasingly affects his own health.

TIE-IN: A tome is recovered explaining how to engineer a mech (or golem) and link it to a dragon heart. This could play havoc on the kingdoms of the land, depending on who gains access to this knowledge.

22 Magic Gone Insane

SOURCE: "Wheel of Time" series by Robert Jordan

IDEA: Only females wield magic. Male sorcerers that try go insane and end up destroying themselves. Along comes Rand al'Thor who not only wields near-infinite power, but uses that same corrupt magic to battle the Dark One himself, Shai'tan.

TIE-IN: In the PCs' home city, something has poisoned the magic source—spells are going horribly wrong, mages are dying and it's up to the fighters to get to the bottom of things.



Mark and I then set out to develop a story arc that would not only address the "classic" archetypes (character, setting, plotting, and themes) but would engage Magic players in a way unusual in trading card games—

Duelist, No. 17, June 1997

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Reverse Aging

SOURCE: *Hyperion* by Dan Simmons

IDEA: A female archaeologist excavating the planet Hyperion's mysterious Time Tombs contacts a rare "disease" which de-ages her. Everyday she wakes up one day younger, another day eaten away from her memory, and no matter what, she always forgets the previous day.

TIE-IN: One of the PCs has been affected, slowly debilitating him, and it's up to the rest of the party to somehow reverse it.

Bell Magic

SOURCE: *Sabriel* by Garth Nix

IDEA: Gabriel, a young necromancer, casts spells by ringing a specially tuned set of magic handbells. Each bell has its own personality, and Gabriel must concentrate hard to keep the bells under control while casting and avoid disastrous consequences.

TIE-IN: Imagine the trouble a curious PC or NPC might cause if he or she happened upon a set of magic bells and started to experiment with them. Necromancer's bells might summon up a vampire; demon summoning bells would be even more fun.

Treebeard, Phone Home

SOURCE: *The Uplift War* by David Brin

IDEA: When a band of rebel humans and aliens are cut off and forced to hide in a distant planet's forest, they discover they can use the interconnected roots of woodland trees to send messages to their allies. Pour a certain trace chemical into the soil, and that tree's roots

will pass on the chemical to nearby trees, spreading it over great distances.

TIE-IN: No one can figure out how a bunch of low-tech, non-magic-using bandits are managing to coordinate their attacks on trade caravans passing through a heavily forested area where messenger communication should be slow at best. The PCs are hired to find the answer.

If Wishes Were People

SOURCE: Anime series "*Fushigi Yuugi*" by Nuriko no Miko

IDEA: Once every great while, seven guardians with mysterious birthmarks are born throughout the various kingdoms. When these champions are united with their priestess, the young woman can make three wishes for her kingdom which are granted by one of four divine beasts.

TIE-IN: The PCs discover that they are part of this cycle, or must stop an enemy kingdom from assembling its champions.

Drawings Come to Life

SOURCE: *Galatea in 2-D*

by Aaron Allston

IDEA: If he concentrates while drawing a creature or object, illustrator Roger Simons can conjure it into physical existence: nymphs, blasters, anything—but the more powerful the creation, the more the effort drains him. He can project himself into a landscape he's painted, if it's detailed enough, and can also trap others within it. After a time, his creations develop wills of their own.

TIE-IN: Player characters meet a villainous version of Roger who offers to paint their portraits. One by one the group is trapped within his paintings. So how do they find their way out?

Goat Rhyme

SOURCE: *The Wizard of Earthsea* by Ursula K. LeGuin

IDEA: As a boy, Ged, the greatest wizard of Earthsea, heard his aunt speak a rhyme that lured a goat off a hut's roof. Intrigued, Ged yelled the rhyme at a herd of goats; the goats clustered around him silently. The boy became scared and ran weeping to the village, with the goats huddled tight around him all the way. His aunt sent the goats away with a word, then started training Ged in magic.

TIE-IN: A PC magician may have such incidents in his past. Or the heroes find a written incantation somewhere,

read it aloud and for the rest of the adventure they've got goats or some other beasts tagging after them.

Magic by Practice

SOURCE: *The Practice Effect*

by David Brin

IDEA: Anyone can make a low-level magic item by "wishing" magical power into it. But it takes a physicist accidentally transported into this new world to figure out how to create a powerful item by willing power into it while going through the motions of using it—"practicing" the magic into it.

TIE-IN: Think of the chaos you can create with an NPC capable of "practicing" a different kind of magic into an item—or practicing magic out of it—by touch.



How can you see the truth when your eyes only show decay?

Dead Eyes

SOURCE: "*Dragonlance*" series by Tracy Hickman & Margaret Weis

IDEA: The wizard Raistlin accepts magical power, but only at the sacrifice of his humanity: Raistlin's hourglass-shaped, golden eyes always see the deterioration of things—how a beautiful flower will eventually crumble or how a seemingly healthy male has disease coursing through him.

TIE-IN: A similar sorcerer prophesies to the party's priest about a friend's future tragedy. Will the priest challenge his god's judgment to save his friend?

Violent Pacifists

SOURCE: *Speaker for the Dead* by Orson Scott Card

IDEA: On a remote pioneer world, cute, docile, pig-like aliens—nicknamed

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"piggies"—decide to eviscerate one of the neighboring human colonists and leave him staked open to die. The colonists want blood, and the "piggies" won't discuss the matter.

TIE-IN: By showing bizarre acts like this and examining another race's rationale, a GM can point out the differences in cultures and how difficult it is to place human values on foreign cultures.

32 Seasonal Lust Kittens

SOURCE: *Glory Season* by David Brin
IDEA: Every woman is a clone of her mother. Only during summer are men "in heat," while fall is the "glory season" for women. During those times they may consider mating. The cities are exclusively populated by women; the men all go to sea. Each sex regards the other as slightly inferior, to be approached with wary caution.

TIE-IN: A party of PCs enters this culture and runs into the unusual attitudes of the women there. They rapidly get into trouble, and spend lots of time getting out of it.

33 Can You Lend Me a Hand or Four?

SOURCE: *Falling Free*
by Lois McMaster Bujold
IDEA: What do you really need feet for in outer space? Quaddies are genetically engineered for life in zero gravity—they have a second set of arms and hands, instead of legs with feet. Consequently they have different musical instruments, different clothing, different, um, intimate relations.

TIE-IN: Intrepid space-faring PCs pick



Imagine dropping planetbound from space with just your armor on. Imagine *Starship Troopers* battlesuits.

up a Quaddie as a crew member. How do normal PCs interact with Quaddie society?

34 Way Faster than Warp Speed

SOURCE: "Dune" series
by Frank Herbert
IDEA: Space travel isn't limited by the laws of physics. In the far future, consuming a rare "spice" allows trained navigators to warp time and space and travel huge distances nearly instantly.

TIE-IN: Something as mundane as transportation is a key part of any civilized society. Anything that makes it faster or easier immediately has great value. Anything of great value is a natural objective for your PCs and everyone who inhabits their world.

35 Every Man an Army

SOURCE: *Starship Troopers*
by Robert Heinlein
IDEA: Future soldiers wear battlesuits that allow them to drop onto a planet from outer space. Each suit possesses the firepower equivalent of a full army division.

TIE-IN: Should such a suit get into the hands of a small-time crook or a villain on a more primitive world, he would wield god-like destructive powers.

36 Swords and Subways

SOURCE: *Neverwhere* by Neil Gaiman
IDEA: The realm of fantasy exists along with the "real" world; most regular humans just don't see it.

TIE-IN: Set your fantasy campaign in the present day, perhaps in your own home town or city. "Regular" people can occasionally cross over into this world but are too wrapped up in their hurry-up lives to be aware of it.

37 Science Without Ethics

SOURCE: *Jack Faust*
by Michael Swanwick
IDEA: Faust makes a deal with an evil race with vast technological knowledge. Faust is given scientific knowledge of the future because the beings know that such information will speed up the destruction of the human race.

TIE-IN: Scientific advancement without the corresponding (and often slower) moral advancement leads to trouble. Have your players discover electricity in the 1300s and see how quickly the church brands them as heretics in an effort to suppress knowledge that shakes up the status quo.

38 Ignorance Is Bliss

SOURCE: *Brave New World*

by Aldous Huxley

IDEA: An entire class of people is genetically engineered to be stupid so they'll be happy doing drudge work. Ignorance is bliss, but is it right?

TIE-IN: An evil ruler has insulated himself against rebellion by purposely making his subjects stupid (via genetic engineering or magic). Can you convince people they're being exploited when they can't understand the concept?

39 Arena of Lost Souls

SOURCE: "Elric" series

by Michael Moorcock

IDEA: Originally fashioned as an arena for ancient games of sport, the rotting tiers now serve as an asylum for the insane sorcerers of Melniboné who have lost their souls to dark magics. Their emaciated bodies stumble about the grounds wailing a cold harsh song of the damned.

TIE-IN: Talk about a made-to-order setting for an adventure. Imagine a party member trapped, due to amnesia or physical means, in this hellish arena. Your party has one heck of a rescue mission ahead.



A world of mages gone mad means mayhem for your PCs.

40 New Enemy, Old Tactics

SOURCE: *The High Crusade*

by Jerry Pournelle

IDEA: Alien combat technology is so advanced it doesn't take into account simple tactics or weapons employed long ago. Walking tanks become trapped in "tiger pits," arrows made with stone arrowheads can penetrate

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space suits made to stop energy and metal-based weapons, etc.

TIE-IN: After your adventurers lose battles fighting their enemies on their terms, an NPC convinces them it's back to the basics of warfare. Will the invincible enemy fall?

43 Three-Fingered Magic

SOURCE: *Tigana* by Guy Gavriel Kay
IDEA: Sorcerers who wish to practice powerful magic must cut off their ring and middle fingers. However, the use of magic is forbidden in the land, making it difficult to get away with walking around with only three fingers.

TIE-IN: You could enforce this policy on any budding spellcasters in your group. Or the PCs could be searching for a mysterious three-fingered man only to discover the dangerous truth of why he has only three fingers.



In the world of *Tigana*, sorcerors must cut off two fingers to practice magic. Except, it's illegal.

44 Long- and Short-Tailed Gar

SOURCE: *Wizard's First Rule*
by Terry Goodkind
IDEA: The gar are fierce, dragon-like creatures that hunt their prey with blood flies. The flies nip and bite at the prey once they find it, bringing the prey to the attention of the gar. Short-tailed gar are particularly clever—they count their flies, so if you kill one, the gar knows you're around.

TIE-IN: The gar make for a great new adversary. After a harrowing battle with a long-tailed gar, the PCs discover the beast's true nature. They'll never look at flies the same way again.

45 Force Negating Monkeys

SOURCE: *Star Wars: Heir to the Empire* by Timothy Zahn

IDEA: The Ysalamiri are harmless, monkey-like creatures that naturally radiate an area of effect that negates the Force. The more you have in a concentrated area, the greater the range of their negation.

TIE-IN: The PCs stumble across something (perhaps a pet-type animal) that negates magic, psionics, etc. It could serve to thwart them in their goal or be used against their adversary.

46 Detachable Head

SOURCE: *Sir Gawain and the Green Knight* from English folklore

IDEA: A mysterious green knight appears in the king's hall and challenges any knight to trade swings at each others' heads with an axe, with the challenger going first and the knight second. The brave challenger (Sir Gawain) chops the Green Knight's head off with one swing, but whoops... the Knight is able to put his head back on!

TIE-IN: One of the PCs' friends is the victim of a similar challenge, and it's up to the PCs to bargain for their friend's life.

47 The Sympathetic Enemy

SOURCE: *Grendel* by John Gardner
IDEA: This retelling of the classic Old English poem *Beowulf* is told from the monster Grendel's point of view. Grendel attacks the Danish people because he feels excluded from human society, and the few humans he encountered when he was young were cruel and ruthless.

TIE-IN: The PCs could discover the not-so-bad motivations of their sworn enemy, or they could play the role of the misunderstood beast.

48 Ultimate Power In Your Backyard

SOURCE: *Lord of the Rings*

by J.R.R. Tolkien
IDEA: Tom Bombadil is a powerful spirit who lives in the Old Forest. He has control over the trees, the flowers, the animals—everything. In the Old Forest, Tom is practically a god. Unfortunately, he can't (or chooses not to) leave his tiny domain.

TIE-IN: The PCs recruit the aid of an ultra-powerful ally who is limited to a set area, or their adversary could have great power in a limited area, but little power outside of it.

49 The Play's the Thing

SOURCE: *Hamlet* by William Shakespeare

IDEA: To bait a murderous king into revealing himself, the hero stages a play that dramatically recreates the events of the crime.

TIE-IN: Creative PCs might try a similar tactic. Devious GMs, on the other hand, might use this ploy to pass along clues or give warnings to the players. Will they recognize themselves in the acted scenes? Dreams and legends work equally well in this regard.

50 Tickling Your Fancy

SOURCE: *Vurt* by Jeff Noon

IDEA: The hottest new drug doesn't come in a pill or on a chip, but on a bioengineered feather. Swallow one and get lost in a perfect-immersion, virtual-reality experience that's recorded straight from someone else's brain.

TIE-IN: A vital clue lays programmed in one of these VR feathers...but finding it requires going on a nightmare trip through someone else's subconscious. Up for it?

51 Learning from the Past

SOURCE: *1984* by George Orwell

IDEA: One of the secret aspects of the government is the Ministry of Truth, an organization devoted to altering records and falsifying statements to make it appear that the ruling apparatus is, has been and always will be correct. Inconvenient facts and people are erased.

TIE-IN: The PCs have crossed the wrong people and have been eliminated from public record. Or perhaps they work for such an organization, making sure that the world is exactly as the rulers say it is.

52 This is the End?

SOURCE: *Good Omens* by Neil Gaiman & Terry Pratchett

IDEA: The long-awaited Destroyer Of All Things is an eight-year-old boy. The Four Horsemen of The Apocalypse have a biker gang as groupies. The forces of good and evil battle...mostly because it's their job.

TIE-IN: A vaunted prophecy comes true, but in the wackiest way possible. Treat glorious things irreverently.

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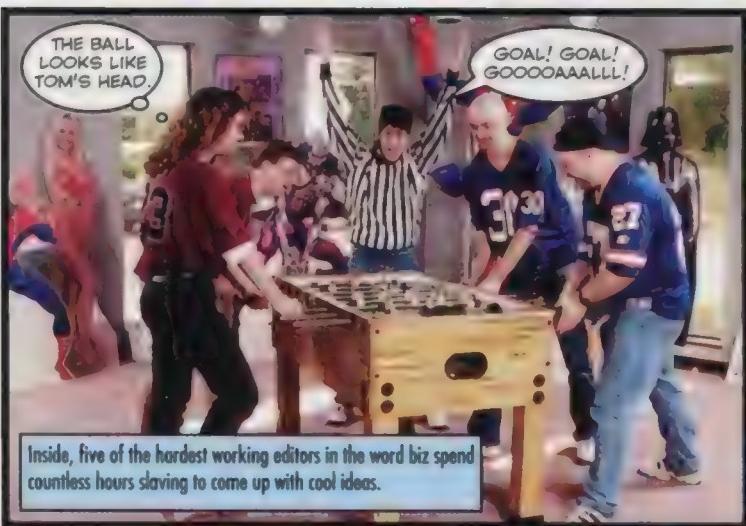
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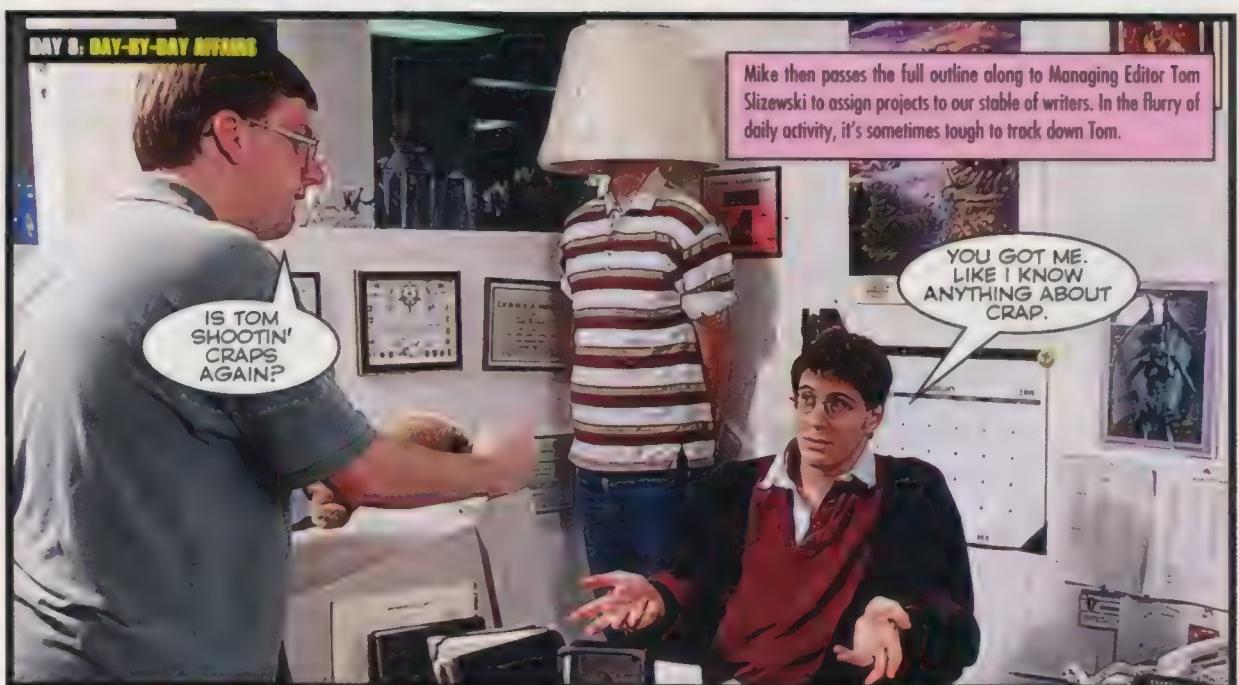
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Inside, five of the hardest working editors in the word biz spend countless hours slaving to come up with cool ideas.

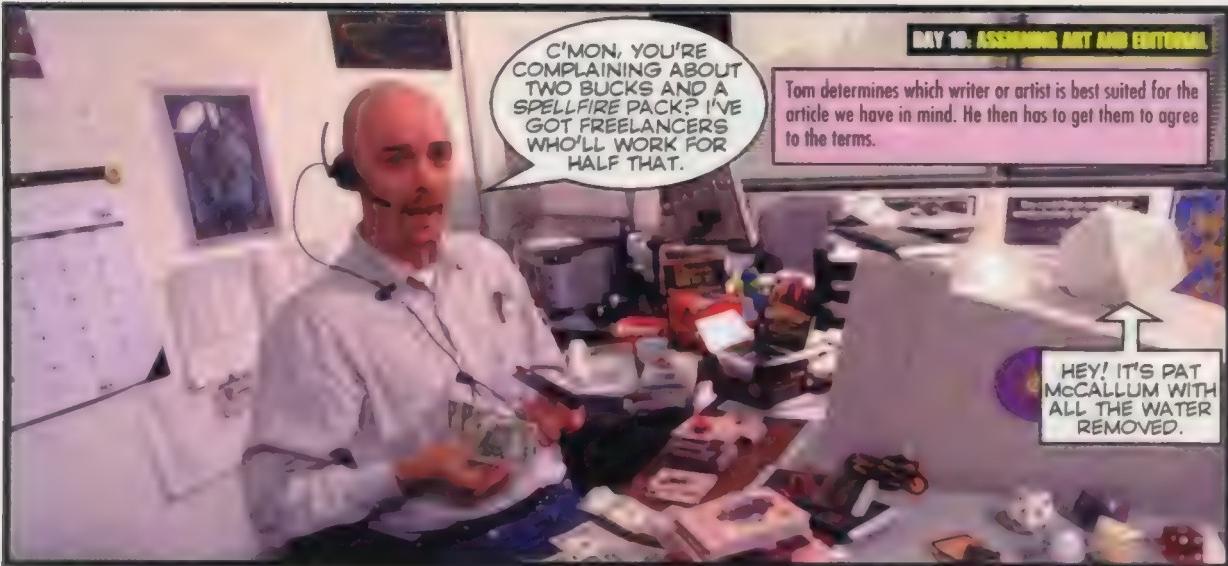
HOW AN
ISSUE OF
INQUEST IS
MADE IN 20
EASY STEPS

BY THE ***INQUEST*** STAFF



DAY 10: ASSESSING ART AND EDITORIAL

Tom determines which writer or artist is best suited for the article we have in mind. He then has to get them to agree to the terms.



Artists get called first since art takes the longest to complete and must often go through several stages.

I'LL HAVTA TALK WITH MY AGENT BUT I CAN PROBABLY PENCIL THAT COVER.

**DAY 12: BUSINESS TASKS**

I'M NOT JUST CUTE. I'LL KICK YOUR ASS IN MAGIC.



Meanwhile, talented Administrative Assistant Jennifer Cavallo handles all our business tasks: endless paperwork, expense reports, travel arrangements, contracts—that sort of thing.

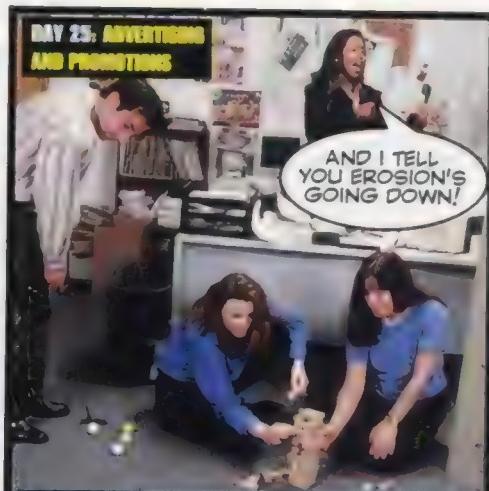
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WHAT THE?!? THREE WOOD ELEMENTALS AND AN ACE OF SPADES?

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Imagine this: We get to play games not just once in a while, but every day. At lunch we playtest everything in sight from the cards we're working on for our "Holiday Magic Cards" feature to a board game for "On Deck." The company's even nice enough to buy us lunch from time to time.

DAY 17: PRICE GUIDE**DAY 25: ADVERTISING AND PROMOTIONS****DAY 38: THE EDITORIAL BOARD****DAY 41: RICK SWAN WRITES HIS MONTHLY COLUMNS****DAY 46: MEETINGS**

Before each article is ready for design, lots of meetings take place to fine-tune headlines, content, pictures and the occasional wise-ass remark.



DAY 55: THE CYCLE BEGINS

Δ BEFORE
Ω EXCEPT
AFTER Σ.

Now starts the real work: editing copy and designing. It's not easy working articles into consistent shape from dozens of writers with dozens of varying styles and bizarre interpretations of the English language. Games Editor Jeff Hannes does his best to content edit our technical articles.



DAY 56: ART RESEARCH

SO ALL YOU
NEED TO FIND IS
A PICTURE OF THE
HOLY GRAIL.



Once the words are edited, the image department has to find accompanying artwork. They're the best sports in the business—never complaining and always gathering cool-looking pictures for even our most challenging ideas.

DAY 63: PHOTO SHOOTS

HEY, IS
THAT A
TUMOR?

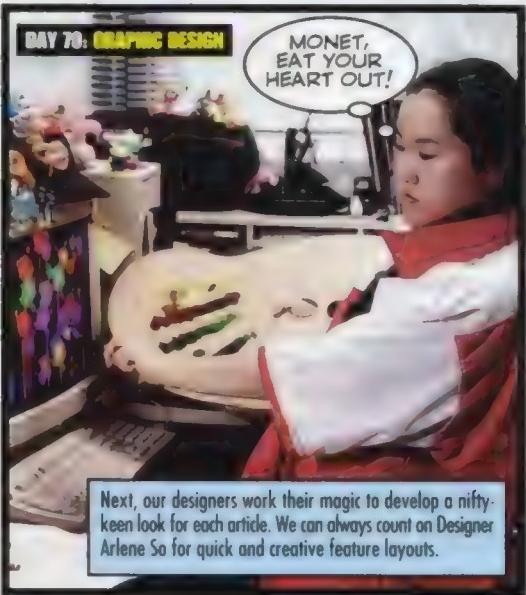
OKAY, HAND
CHECK.



For in-house photos, Photographer Paul Shiraldi hauls all his camera equipment in from the Bronx and shoots a whole bunch of pictures for us in an afternoon. He uses us, the *InQuest* staff, and other Wizard Press employees as models; for props, we dig up stuff from home or buy the odd weapon or chainmail costume on the fly.

DAY 70: GRAPHIC DESIGN

MONET,
EAT YOUR
HEART OUT!



Next, our designers work their magic to develop a nifty-keen look for each article. We can always count on Designer Arlene So for quick and creative feature layouts.

DAY 71: PROOFING

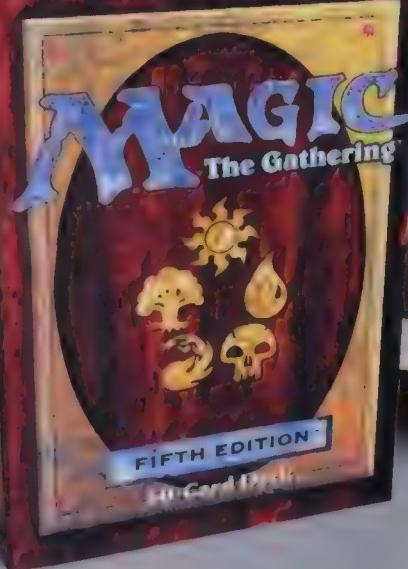
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DAY 90: FILM

IF WE
CHANGE THIS
TYPO, IT MEANS
NO HAIR IMPLANTS
FOR ME.

WE...
ARE...
BORG...



Once everything gets the nod from editorial, all the pages are sent off on zip™ disks to a service bureau and come back as film-proofs. For the first time, we see everything in color and, checking over pages carefully, give the final okay. Changes can still be made but cost big \$\$\$.

DAY 91: PRINTING

DAMN, I'M
PROUD TO BE
ASSOCIATED WITH
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NEVER READ.



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SNIFF
MOM, I MADE
IT TO THE BIG
TIME.



DAY 102: ON SALE AT A STORE NEAR YOU

I MODEL
FOR THEM, YOU
KNOW.



Then on the first Wednesday of each month, *InQuest* goes on sale at better gaming and comic stores everywhere.

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IT ALWAYS!



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END**

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KILLER DECKS

The Ultimate 187

BY ALEX SHVARTSMAN

One Eight Seven"—the police code for homicide in the state of California—has become the call-sign for any creature that eliminates another card when coming into play. Nekrataal is the perfect 187 creature. He is, in fact, mainly responsible for the name. "We have 187 on that Erhnam Djinn," a player would say when casting it. "Possible suspect: Nekrataal."

Original 187 decks combined a black weenie horde with Nekrataals, Man-o'-Wars and Knights of the Mist to disrupt your opponent's creature strategy. With new, powerful cards from the Tempest expansion, the 187 strategy can be enhanced considerably.

The most prominent 187 creatures are Nekrataal, Uktabi Orangutan, Cloudchaser Eagle and Man-o'-War, which can be used to either slow your opponent down or to return one of your critters to your hand so that its ability can be used again.

When using these creatures, the name of the game is recycling, and the Shadow Guildmage is another cheap and effective way to do so. Early in the game it can sneak in a few points of attack damage and can kill off, or at least prevent your opponent from casting, any one-toughness creatures. More significantly, it is capable of sending your own creatures back to the top of your library.

When facing a creature horde, you can knock one off by casting a Nekrataal. Then, during your opponent's turn, block another creature with the Nekrataal then send it back on top of your library with the Guildmage. Repeat this process a couple of times and watch yourself quickly regain control of the game.

Card-drawing is important in any deck, and that's what the Ophidians are for. With 27 creatures in the deck, your opponent won't be able to kill them all, let alone a measly 1/3. The seemingly harmless Ophidian can give you an incredible card advantage—you should almost always opt to draw a card instead of dealing damage.



"Uh, I just wanted a little off the side....."

To keep with the theme of efficient recycling, this deck includes some of the more powerful 'buyback' spells from Tempest—Disturbed Burial, Capsize and Whim of Volrath.

While Disturbed Burial is basically a Raise Dead, for five mana it is a Raise Dead you can cast over and over again. Need to re-cast that Nekrataal when Shadow Guildmage is not around? Simply block a larger creature with it, return it from the graveyard and cast it again. And if your opponent has figured out your scheme and refuses to kill off your creatures? Use Capsize to boomerang the creature back into your hand.

Finally, there's the sleight-knight strategy—using spells like Sleight of Mind and Mind Bend in combination with protection-from-X creatures to frustrate your opponent. Whim of Volrath provides an incredible boost to the strength of this tactic. With a casting cost of one and a buyback of two, it is the cheapest buy-

CALLING ALL CARDS

ARTIFACTS

2 Barbed Sextant

BLACK CREATURES

3 Black Knight
4 Knight of Stronghold
4 Nekrataal
4 Shadow Guildmage

BLACK SPELLS

2 Disturbed Burial
2 Vampire Tutor

BLUE CREATURES

4 Man-o'-War
4 Ophidian

BLUE SPELLS

2 Capsize
2 Whim of Volrath

GREEN CREATURES

2 Uktabi Orangutan

WHITE CREATURES

2 Cloudchaser Eagle

LAND

1 Brushland
4 City of Brass
4 Island
8 Swamp
4 Underground River
2 Undiscovered Paradise

SIDEBOARD

2 Circle of Protection:

Red
1 Cloudchaser Eagle
2 Fevered Convulsions
2 Hydroblast
1 Perish

2 Pyroblast

1 Scragnoth
2 Spinning Darkness
1 Uktabi Orangutan
1 Whim of Volrath

SUBSTITUTIONS

City of Brass	→	Gemstone Mine
Underground River	→	Rootwater Depths
Vampire Tutor	→	Worldly Tutor

THEME DECKS

the non-killer deck

KEEBLER KRUNCH



The Scarecrow's back...and hungry for brains!

back spell in the game and, with seven assorted knights, you'll rarely have trouble finding a target.

The best way to use the Whim on your creature is to wait and cast it in response to your opponent's action. For example, you attack with a Black Knight and your opponent casts an Incinerate to kill it. In response, cast Whim of Volrath to give the knight protection from red. Incinerate fizzles and your opponent is left with an angry Black Knight still coming his way. The same trick works on blocking—wait for your opponent to block with a Black Knight of his own, then cast the Whim to make sure your own Knight survives the battle.

After sideboarding, the Whim is capable of dealing with almost any color hosers that see use in tournaments. Cards like Circles of Protection, Karma, Gloom or Dream Tides are easily canceled or even modified to hurt your opponent.

Buyback spells make this deck very mana-intensive, so it will naturally have trouble with cards like Winter Orb and Armageddon. Winter Orb can be dealt with using Uktabi Orangutans, but Armageddon is a lot harder to stop. The best way to do so is to keep control of the board at all times. If you have a creature out and your opponent doesn't, it would be a very bad idea for him to cast Armageddon. By keeping your opponent on the defensive as much as possible, you can prevent Armageddon from ruining your day.

The sideboard helps to cancel out any weaknesses as well as to increase this deck's effectiveness against various deck types. Mono-red burn may become very popular with Tempest, so there are a few COP: Reds to slow them down. Spinning Darkness is an excellent way to deal with Ball Lightning or Viashino Sandstalker—and it lets you gain three life, too. Lodestone Baubles will help against land destruction, and weenie decks will have a hard time getting around Fevered Convulsions. The rest of the sideboard cards deal with various colors and the strategies are pretty self-explanatory.

The best advice on playing this deck is to take things as they come—you won't draw a super-cool combo every time, but the deck will do fine on any decent draw. Once every few games though, you will get a combo your opponent can't stop, which may get him screaming bloody mur...er, bloody 187.

Alex Shwartsman (ash@abinet.com) wishes he could play Armageddon in his Legend of the Five Rings deck.

It's been years in the making, but now, for the first time ever—the official *InQuest* elf deck! Why wait so long? Well, you can't very well have an elf deck without an elf lord, can you? Well thanks to *Tempest* we finally have an elf-deck fit for print. Granted, Eladamri would be cooler if he upped the power and toughness of all the elves in play, but we'll settle for a couple of cool abilities like spell-immunity and forestwalk.

Speaking of forestwalk, it doesn't do much good if your opponent's not playing with forests—so that's what the Gaia's Liege is for (and, oh yeah, he's like an avatar of the elves' god). When you've got your army assembled, turn one of your opponent lands into a forest with the Liege, drop Eladamri into play and attack en masse. Throw in an Overrun or two and you'll have your opponent going koo-koo from keebliers.

■ Jeff Hannes, Baby Elf Clubber

ARTIFACTS

- 1 Elven Lyre
- 1 Fyndhorn Bow

CREATURES

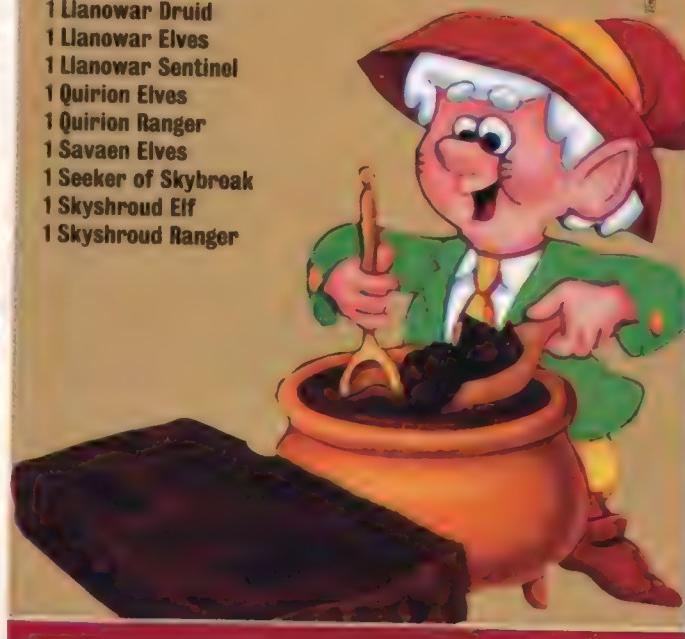
- 1 Eladamri, Lord of Leaves
- 1 Elven Riders
- 1 Elven Warhounds
- 1 Elves of Deep Shadow
- 1 Elvish Archers
- 1 Elvish Bard
- 1 Elvish Farmer
- 1 Elvish Hunter
- 1 Elvish Ranger
- 1 Elvish Scout
- 1 Fyndhorn Elder
- 1 Fyndhorn Elves
- 1 Gaia's Liege
- 1 Llanowar Behemoth
- 1 Llanowar Druid
- 1 Llanowar Elves
- 1 Llanowar Sentinel
- 1 Quirion Elves
- 1 Quirion Ranger
- 1 Savaen Elves
- 1 Seeker of Skybreak
- 1 Skyshroud Elf
- 1 Skyshroud Ranger

SPELLS

- 1 Aluren
- 1 Briar Shield
- 1 Eladamri's Vineyard
- 1 Elven Cache
- 1 Elven Fortress
- 3 Elvish Fury
- 1 Fyndhorn Pollen
- 1 Nature's Resurgence
- 2 Overrun
- 1 Trailblazer

LANDS

- 20 Forest
- 2 Heart of Yavimaya



KD2

KILLER DECKS II

BY MICHAEL MIKAELIAN

The Yellowjacket's rotors silently slice the filthy smog-covered afternoon skies over Seattle. In the streets far below, all hell's breaking loose. "There're riots everywhere," Wheeler notes over the chopper's comlink. "Nevermind the riots, halfer, just find your target and get the hell outta there."

The Yellowjacket breaks through the smog cover over an otherwise normal street. "Like clockwork," mutters Wheeler to himself as he watches the bodyguard checking the perimeter around the corp deckers' safehouse. Without warning, Wheeler unleashes a full barrage with his nose-mounted autocannon, ventilating the patrolling troll. At the same time, Jack Hammer buzzes down the street in his Bulldog Van, leaning out the window with an SMG. Both weapons chatter away as the troll is tossed about the street like a rag doll.

Running the shadows can be rough sometimes.

The focus of this deck is to make your opponent's life a living hell. No matter what kind of deck he's playing, you'll be able to throw a troll-sized monkey wrench into the works. Some games, you'll be able to play Wheeler and his PRC-44B Yellowjacket on your first turn. Other games, you'll slowly build up, playing a Thrash one turn, a Jack Hammer the next and so on. Eventually, you'll have a small army of runners.

Whether you get an early jump or not, you can always slow your opponent down with a Riots doing two damage to all runners in play. The minimum body rating of all the runners in this deck is a three, meaning that—unwounded—they can survive one Riots. If you can get an early Bulldog Van into play, all your unturned runners in the safehouse will get +1 armor. With two Vans, you can riot with impunity. Only the biggest, baddest and best armored runners can survive a couple of Riots.



"Ooo...That breeze is nice when you're 'gain' commands."

After wiping out all those dinky mages, rockers and deckers, you can put a serious dent in the opposition's medium-sized runners with a Drive-By or two. For those particularly tough runners, Wanted provides that knockout punch. There's nothing more pleasing than watching Wheeler suicide his Yellowjacket into the broad side of Lord Torgo.

Besides all those specials, there's one more way to stick it to your opponent's runners—Tempest, Combat Mage. The upside of Tempest is his reusability and the fact that he deals armor-piercing damage to every runner in play. Sure, that means your runners are affected as well, but remember that you control him, so you decide when to use his ability. He also provides the skill sorcery² which means he can hog-tie a Hunting Gargoyle all on his own.

RIOT CONTROL

RUNNERS

- 2 Archie McDeven, Detective
- 2 Jack Hammer, Rigger
- 4 Roadrash, Rigger
- 2 Tempest, Combat Mage
- 4 Thrash, Rocker
- 2 Wheeler, Rigger

GEAR

- 2 Automated Patrol Vehicle
- 2 Bulldog Van
- 4 Hunter Drone
- 2 PRC-44B Yellowjacket

SPECIALS

- 2 Drive-By
- 1 False Mentor (Stinger)
- 2 Luck O' The Irish (Stinger)
- 4 Riots
- 3 Wanted

CHALLENGES

- 1 Ancient's Turf
- 2 Chomps-2000 Guard Dog
- 1 Guardian Dracoform
- 2 Heavy Sentry Gun
- 2 Hunting Gargoyle

OBJECTIVES

- 2 Amazonian Hunt
- 2 Eco-War!
- 2 Sucker Run



UP YOUR SLEEVE

WHOOPS!

"Now be careful not to cut the blue wire..." snip. BOOM! Even the best make mistakes. Sometimes it's not their fault—just fate working against them for one crucial moment. When running the shadows, however, mistakes kill, and the more dead runners your opponent has, the better off you are.

Most players tend to recon challenges before making a shadowrun. They carefully remember which challenges they can sleaze and which ones they can beat in combat, then they pick the handful of runners which are just right for the job. When they have just the right combination of skills to glide in and take the objective, they run. That's when you slam 'em with a Whoops! Their eyes will dilate in horror as they realize their flimsy band of runners could have sneaked past that Security Camera if they hadn't tripped over the potted plant in the hallway. That's when your Mage Strike Force steps in and fireballs the intruders.

"Okay," you ask, "why don't you just play Green Apple Quicksteps and send a runner home?" Well you could, but then they'd still have that runner next turn.

Whoops! keeps the usually-skilled runner around to take some well-deserved damage instead. Challenges like Mine Field work best when there are more runners present since it deals one damage to each runner present for each runner present.

Some players just make a run with enough firepower to vaporize a medium-sized dragon. Take away a skill, and your opponent's runners may be hauling extra weight for the exercise. Though not all gear requires a skill to use, some of the best do: some weapons require firearms or gunnery, spells require sorcery, spirits need conjuring and drones use piloting. If the runner loses the skill, they lose use of the related item. Your opponent may decide to send in the drones, but he may just end up with just the rigger!

During a run isn't the only good time to play Whoops! if one of your deckers is being attacked by another decker with a Black Hammer, playing Whoops! reduces his decking skill to zero. Zip. Nada. Unless you get a bad roll, you should be able to shove that Black Hammer back down the decker's throat.

If you like the thought of a group of shadowrunners doing their best Three Stooges impersonation, try adding a few Whoops! to your deck. It'll be a laugh a minute!



"I'll pop a cap in yo' lily-livered, strawberry jam-shootin', Village People-lovin' ass!"

Tempest isn't the only reusable resource you've got working for you. Archie McDeven is just the man for the jobs no one else can handle. He keeps runners that are too big to kill a few points at a time out of your hair for a nominal fee of 3Y. As long as you can afford his fee, Lord Torgo will not bother you.

When it comes to making a run, you won't have the advantage of recon to let you know what's coming up. Instead, you have to give your runners a few drones to soak up any unwanted damage, and send in at least one extra runner you can lose without breaking a sweat. Unless your opponent is also playing an "outdoor" deck, you'll probably want to stay away from his objective. Since all your hardware is for outdoor use only, it would be useless on an indoor shadowrun.

Certain decks may give you trouble initially—decks designed to gain a lot of nuyen and draw cards while still collecting nuyen during the credstick phase. These decks usually rely on deckers using Sticky Fingers or rockers visiting the Iron Lung. These runners are either lightweight to begin, or take enough damage from the Iron Lung to come within a few points of being trashed.

Riot Control is specifically designed to deal with runners that are trashed by one to three points of damage. By using different combinations of Riots, Drive-By, Wanted and Tempest's special ability, larger runners can be made equally vulnerable. At the same time, your runners are protected from the Riots by the Bulldog Van, giving them the extra edge they need to survive in the violent world of Shadowrun.

The weak link of Riot Control is its inability to sleaze more than a handful of challenges. Most shouldn't be a problem, but you never know what some people will invent. If your opponent's deck can prevent the Riots, he stands a good chance of keeping his theme alive. You should also watch out for cards like Maglocks and Elite Security Mages which can tie down your Riggers. But otherwise, you're in the driver's seat.

It can get ugly on the streets sometimes, but there's nothing like a good riot and the smell of fresh blood in the air to get your runner's adrenaline pumping.

Michael Mikaelian gets all his wiz ideas from the mysterious "Mr. Russel," fixer-at-large.

■ MICHAEL MIKAElian

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY JEFF HANNES

HAND

YOU CAN'T WIN.

It's the end of the year and Eugene T. Dudley, the world's worst *Magic* player, is celebrating in style. He's eating only the choicest food and using only the choicest cards; well, they're choice according to him. Eugene was going to make it his New Year's resolution to finally win a game of *Magic*, but he realized it's foolish to make a resolution he can't possibly keep. Instead, he's set his sights toward what he believes to be a more reasonable goal. To usher in 1998, Eugene wants you to help him turn back the clock on the current game. By the end of his turn, **you must have seven cards in your hand, no cards in play, no cards in your graveyard and exactly 20 life.** And this is easier than winning? It is for Eugene.

KEEP IN MIND THE FOLLOWING:

- It is the beginning of your main phase.
- By the end of your turn, you must have seven cards in your hand, no cards in play, no cards in your graveyard and exactly 20 life.
- You currently have 37 life.
- You don't know what any of the cards in Eugene's library are, but you do know about all the cards in his graveyard.
- Never order surf and turf at a diner. They've had it waiting in the back for someone since before you were born.

THIS MONTH'S DIFFICULTY RATING:



LAST MONTH'S "SOCRATES GAMBIT" SOLUTION:

1. During your upkeep, add a second counter to the Consuming Ferocity.
2. Draw Final Fortune during your draw phase, putting the other two cards back on top of your library.
3. Play Scorched Ruins, sacrificing Urza's Mine and Timberline Ridge.
4. Tap all of your lands for mana. (2 black, 3 green, 2 red, 5 colorless mana in pool.)
5. Sacrifice the Gauntlets of Chaos to give your opponent a Poison Snake and to take Mesa Pegasus token. (2 black, 3 green, 2 red in pool.)
6. Sacrifice the Triangle of War, targeting your Marsh Viper and your opponent's new Poison Snake. Use the Jade Monolith to take the damage from both creatures. (3 poison counters.) (1 green, 2 red in pool.)
7. Tap the Marsh Viper to do 1 point of damage to your self. (5 poison counters.)
8. Cast the Ashnod's Transmigrant. (2 red in pool.)
9. Cast the Final Fortune.
10. During your upkeep add a third counter to the Consuming Ferocity. The Pit Scorpion does five points of damage to you and is buried. (5 poison counters.)
11. Draw the Goblin Tinkerer during your draw phase.
12. Tap the Marsh Viper to do a point of damage to yourself. (8 poison counters.)
13. Cast the Goblin Tinkerer and cast Instill Energy on the Tinkerer.
14. Use the Ashnod's Transmigrant to turn the Marsh Viper into an artifact creature.
15. Tap the Goblin Tinkerer to destroy the Marsh Viper. Use the Jade Monolith to redirect the damage from the Tinkerer to yourself. (10 poison counters.)

THIS MONTH:
NEW
YEAR'S
RESOLUTION

CARDS IN PLAY

Auspicious Ancestor
Basalt Monolith
Black Lotus
Gustha's Scepter
(w/Shatterstorm)
Ice Cauldron
Lapis Lazuli Talisman
Onulet
Personal Incarnation
Thran Forge

HAND

Armageddon
Demonic Tutor
Healing Salve
Jokulhaups
Timewarrior
Tormod's Crypt
Twiddle

GRAVEYARD

Amulet of Unmaking
Channel
Feldon's Cane
Lightning Bolt
Underworld Dreams

LANDS

Island
Mountain (x2)
Plains (x4)
Swamp (x4)

THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND:
NEW YEAR'S RESOLUTION
C/O WIZARD PRESS
PO BOX 118 CONGERS NY
10920-0118

The winner, randomly chosen from all correct entries, will snag a box of Tempest. All entries must be postmarked no later than December 26, 1997.

BY BETH MOURSUND

STUMPERS

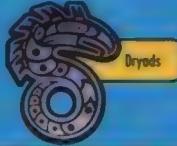
TEMPEST SPECIAL REPORT

STUMPER OF THE MONTH

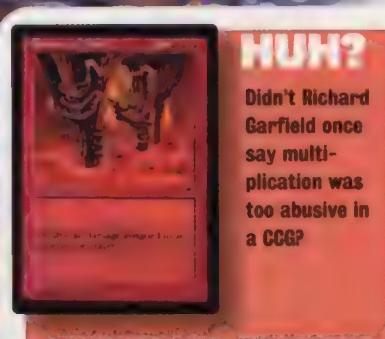
Q: If a Magmasaur has +1/+1 counters from Sadistic Glee, are those counters added to the damage he does when he "pops?"

—ERIN TEAGUE
ANCHORAGE, AK

A: Yes. At the beginning of October, Wizards of the Coast removed the special rule about uniqueness of unnamed counters. Magmasaur doesn't say "these counters," so all +1/+1 counters on it count, no matter where they came from. This rule change also affects Primordial Ooze, Wiitigo, Phyrexian Marauder and several others. It doesn't affect Triskelion and others which say "these."



This month's Stumper will go to the one who can correctly identify the card shown in the illustration above.



Q: Are multiple Furnace of Raths cumulative?

—Brandon Michael Aiken, Midland, MI

A: Yes. If you have two in play, a Ball Lightning does 24 damage. Ouch!

Q: Does Maddening Imp kill summoning sick creatures when used?

—Jed Carleton, Cyberspace

A: Yes. If your opponent has a Maddening Imp, be sure to declare your attack (even if you have no creatures) before summoning anything.

Q: Can I activate the graveyard ability of the Carrionette and target a "protection from black" creature?

—Reed Kindt, Lethbridge, Alberta, Canada

A: No. Carrionette is still black, even when it's not in play.

Q: Do cost reducers like the Medallions and Helm of Awakening reduce buyback costs?

—Jack Boyle, Omaha, NE

A: They can. Take the whole cost of the spell, including X's, buyback, extra mana for Drain Life, whatever. If there's any generic mana in that total, subtract 1.

Q: I attempt to enchant an opponent's lidic. He responds by changing his lidic into an enchantment on my lidic. What happens? How fast do you have to pay the mana if you want to change the enchantling back?

—The InQuest Staff

A: His effect resolves first, moving his Lidic onto yours. Then yours resolves, turning your Lidic into an enchantment, which

makes his bury itself. Since yours is now trying to move onto an illegal target, yours also buries itself. You don't get a chance to change it back, since that ability is played as an instant.

Q: When a Lidic hops onto a creature, it becomes a tapped enchantment. I thought enchantments couldn't tap?

—Matt Patterson, Tallahassee, FL

A: In older editions, there was a rule saying that enchantments couldn't become tapped, but it got removed. Note that unlike artifacts, tapped enchantments still function normally.



HUH?

"Dear Heloise:
I have no idea
how this card
works!"

Signed,
Confused

Q: How the heck does Ertai's Meddling work?

—Every Magic player

A: First, Ertai's Meddling has errata: the spell does not resolve at the normal time. So here's how it goes. You cast Ertai's Meddling during the normal interrupt window, but nothing happens when it resolves. The spell can still be countered. If no one counters it, then once it becomes successfully cast, you put X counters on it and continue. When you resolve that batch, you skip the EM'd spell—it just sits there in limbo. It can't be targeted by interrupts any more, since it's already successfully cast. Now, on each of your upkeeps, as a phase effect, you remove a counter. As soon as you remove the last counter, the spell resolves as a triggered effect. It can't be countered or responded to at this time. If the spell's target is no longer around (for example, it was an interrupt) or is now illegal (for example, it required a target attacking creature), it fizzles. However, spells that say to play only

at a specific time will resolve successfully even though it's no longer that time.

Q: Jinxed Idol says opponent gains control "permanently." Does that mean he can't give it back?

—Chris Stevens, Tuxedo, NY

A: No. It just means the effect doesn't expire by itself.

Q: Can Interdiction counter an artifact, or just the artifact's ability?

—Anna Robinson, Pine Mountain, KY

A: Just the ability. It works really well on regenerating creatures, or on things like Mirror Universe that sacrifice themselves as part of activation.

Q: Does playing creatures using Aluren's ability count as casting a spell?

—Tom Parker, Burlington, VT

A: Yes. It's just like Winding Canyons, except that you don't have to pay the casting cost.

Q: If I have Emerald Medallion and Aluren, can I put out 4-cost green creatures for free?

—Randi Schwartz, Oceanside, NY

A: No. Aluren looks at the total casting cost. The Medallions don't change the casting cost; they just let you pay less mana.

Q: Does the card chosen for Lobotomy count as a copy of itself?

—Edgar Mesa, Santa Barbara, CA

A: Yes.

Q: Since Reflecting Pool can produce any mana any of your lands can produce, if I have two of them in play, can each of them produce all mana types?

—Brian Williams, Erie, PA

A: No. Reflecting Pool has no mana-producing ability of its own; it only reflects other lands. If all your lands are Reflecting Pools, none of them can produce any mana.

Q: What happens if I Power Sink a Scragnoth?

—Amanda Ridder, Rochester, NY

A: Scragnoth can't be countered, but the spell still resolves normally, and all parts of it except the actual countering still happen. So Power Sink would force Scragnoth's caster to pay X mana or tap out.

Q: OK then, what if I Dissipate or Memory Lapse a Scragnoth?

—Mark Price, Seattle, WA

A: Dissipate and Memory Lapse were ruled to move the spell to the library/out-of-game zone instead of to the graveyard when it's countered. If it's not countered, then they don't try to move it.



HUH?

Why did they not bother to explain what this card does?

Stumpers SPOTLIGHT



Q: Can creatures in Cold Storage be targeted? Are they in play? What happens if Cold Storage is destroyed?

—Brandon Bussell, Savannah, GA

A: Cold Storage has errata. It works like Safe Haven. The creatures put on it are removed from the game, and any enchantments, counters, etc. on them go away. When you sacrifice Cold Storage, the creatures come back as if just played. Any token creatures put into Cold Storage are gone forever; they won't come back. If Cold Storage is destroyed, all the creatures stay gone.

Q: What happens if the number of black permanents changes before Reap resolves?

—John Bryan, Indianapolis, IN

A: It still works. Reap only looks at the number of black permanents your opponent controls when it is cast, not when it resolves. It's the same rule as Land Tax.

Q: If I attack with Soltari Guerrillas, can I redirect the damage to a creature before my opponent can use a COP to prevent it?

—Dan Zamborsky, South Park, OH

A: Yes. Soltari Guerrillas' ability is played in a series at the beginning of damage prevention along with other triggered effects, before any non-triggered stuff can be played.

Q: If I Steal Enchantment my opponent's Empyrial Armor, do I get to move it onto my creature?

—Kirsten DeVries, Fargo, ND

A: No. Steal Enchantment doesn't move enchantments. This just makes the Armor count the number of cards in your hand instead of your opponent's.

Beth Mountford took in the Tempest, previously in Alaska, via the X-Wing of about Cold Storage.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves!

E-mail us at IOSstumpers@aol.com or write to:

STUMPERS & INQUEST
151 WELLS AVE.
CONGERS, NY 10520

Include your full name, mailing address and phone number.

Q: Can you use Essence of Air to bring out more Dynasty cards than you have provinces?

A: Yes. It's what the card was designed to do.

Q: The experienced Ikoma Tsanuri's battle action states at the very end, "This is considered a use of the Imperial Favor." Does that mean you must give up the Favor to use that action?

A: Nope—it just counts as a use of the Favor for things like Confusion at Court, Severed from the Emperor, etc.

Q: If A Soul of Thunder comes up and you choose to play the event on a dishonored personality and this personality is still dishonored at the start of your next turn, what happens?

A: The official clarification is that if one or more dishonored Personalities are involved in any gain of honor to your family, they are restored to honorable status instead and you gain no family honor.

Q: What happens when Ashlim uses his ability to negate the Shadowlands trait permanently on a Shadowlands personality that has been controlled by the Hidden Heart of Uchiban? Does the personality, lacking the Shadowlands trait, return to its owner or remain with the Heart's controller?

A: The personality stays. The Heart specifies the conditions where control of the personality returns to the original owner. "Loses the Shadowlands trait" isn't one of them.

Q: What happens when Isha becomes Qamar?

A: Isha counts as both Isha and Qamar. He prevents other Unique versions of either from coming into play, and you can use Lessons From the Past to lay the inexperienced version of either under him.

For more information on Time of the Void and other Legend of the Five Rings expansions, check out Jeff Alexander's official FAQ page at <http://www.zzz.ljpo.gtagc.com/jwa/l5r>.

HOUSE RULES

THE BEST IN MAGIC GAME VARIANTS

Magic: The Wargame

By Zev Shlasinger

Your forces are hidden in a shadowy forest. Suddenly, the clamor of trees being uprooted and smashed is heard coming towards you. Your army freezes. Looming ahead, a metal monstrosity appears. Is it a German King Tiger tank? No, it's a...Mishra's War Machine?!?! That's the way *Magic* would be played if it had been conceived by Avalon Hill or inspired by Chameleon Eclectic's *Last Crusade CCG*. Welcome to *Magic: The Wargame*!

OBJECTIVE: Overwhelm your opponent with an army of creatures and take over his stronghold. When you control all the strongholds, you win.

SETUP: Each player needs a deck of at least 40 cards—no lands except for one basic land of each player's choice. Shuffle another 15 basic lands, three of each, and lay them out face-up in a 3x5 grid. Each of these lands is considered a "terrain." Each player then places his own basic land face down to signify his stronghold. (See Table Layout.)

RULES CHANGES: Just a few:

- You do not have life points. You win by taking over other players' strongholds.
- You only gain mana from a six-sided die which you roll at the beginning of your turn or from creatures that can be tapped for mana.
- Any cards that would go into the graveyard are placed in a "removed from game" pile. If you run out of cards in your library, shuffle all these cards to create a new library.
- Creatures do not heal at the end of the turn. All damage remains until healed during the "heal" phase or until removed by spells.



"BE all that you can be...in the armyyy."

In this two- to four-player variant, your goal is to navigate your creatures through areas of terrain in the center of the table and reach the strongholds of your opponents. Most of the rules are covered in the turn sequence, but first, there are a couple of important rules governing the casting of spells.

Global spells and effects do not affect the entire table. Instead, you must choose a terrain which you are targeting; only creatures within that terrain are affected. You may never target an opponent's stronghold terrain. Creatures with special abilities that target creatures—Royal Assassin, Prodigal Sorcerer, etc.—may only target creatures that are in the same terrain. Finally, you may only target opposing creatures with a spell or effect if you have a creature in the same or an adjacent terrain.

THE TIDES OF WAR

Players take turns in a clockwise fashion, rolling a die to see who goes first. The modified turn sequence is as follows:

1. Untap Phase. Your standard

untap phase.

2. Draw Phase. All players start with five cards in hand. On your turn, you draw one card.

3. Supply Phase. Roll a six-sided die to determine how many supply points (mana) you add to your pool. You do not have to spend all of these points, and whatever is not spent can be carried over into your next turn. Any creatures that may be tapped for mana may be used at this point as well.

4. Upkeep/Heal Phase. Upkeep costs are paid using supply points. You may heal your creatures by spending a supply point for each damage point healed, up to a maximum of two points per creature. All creatures with regeneration automatically heal one point for free during this phase.

5. Movement Phase. You may move each of your creatures one space, horizontally or vertically, to an adjacent terrain. Creatures with the flying ability may also move diagonally. Moving a creature does not cause it to tap, and tapped creatures can still move normally. Cre-

tures with landwalking ability have special movement. If a landwalker's initial move is into a terrain in which it is "attuned," it may move one additional time.

Special rules also apply to island and mountain terrains. For islands, only creatures that have flying or islandhome may enter this terrain unaided. Conversely, islandhome creatures can only move across non-island terrains if they are "carried" by another creature. Both creatures remain tapped and cannot untap until the islandhome creature is moved into an island; the carrier remains where it is for that turn.

All creatures entering a mountain terrain become tapped at the end of the movement phase. Neither this restriction nor the island one apply to strongholds; however, when a group of creatures attacks a stronghold, the owner of the stronghold may tap one of the attackers.

6. Combat Phase. When your creatures enter a terrain containing an opponent's creatures, you are considered the attacker and combat ensues. Combat begins after all movement is done. Any creature whose color matches the terrain in which it is located gains a +1/+1 bonus which lasts until the creature moves to a different terrain. Players can respond with fast effects to alter power/toughness ratings or to remove a creature from the game.

After all fast effects are resolved, total the power of the remaining *untapped* creatures on each side. You may divide the damage your creatures do among your opponent's creatures however you choose—unless one of the opposing creatures has banding, in which case, your opponent chooses. No creature may be

dealt more damage than its current toughness. Your opponent then does the same for your creatures.

Players may now cast healing spells or use any Circles of Protection they control to prevent damage to creatures. Any creatures receiving lethal damage are placed in the "removed from game" pile. Use counters to mark any damage taken by the surviving creatures.

7. Casting Phase. Supply points are used to cast cards from your hand, one point per one mana required to cast the particular card; color has no impact. For example, a War Mammoth requires four supply points. When you cast a creature, it is placed in your stronghold. If you already have three creatures there, you cannot summon more until you create a vacancy.

8. Discard Phase. Each player's maximum hand-size is eight cards.

HOW TO WIN

At the end of your turn, if you are the only player with creatures in an opponent's stronghold, you take control. That player is not out of the game, but he no longer gains any supply points and he may not bring new creatures into play. If he manages to retake his stronghold, he may once again do these things. The game ends when one player controls all the strongholds.

There will be times when questions arise regarding the use of certain cards. In these instances common sense should prevail. Should that fail, get out your M-16's and settle it like soldiers!



Never one to rely on common sense, Zev Shlasinger scored 13 kills while playtesting this variant.

ASSEMBLING YOUR ARMY

The possibilities for deck construction in this environment are just as limitless as in other formats, but here are a few guidelines and restrictions:

- Decks must be at least 40 cards. You may use non-basic lands for their special abilities, but mana producing lands cannot produce mana in this format so they are worthless.
- You may have no more than two of any non-summon spell in your deck. There is no limit to the number of copies of a single summon spell you may put in your deck.
- Your choice of stronghold terrain will impact the color of creatures in your deck: you will want to take advantage of the 1/1 bonus for matching the creature color with the terrain so you can set up a good defense.
- Fliers and landwalkers are extremely valuable in this format. Be sure to include them as well as cards that grant these abilities. Other strong abilities include first strike and banding.
- Damage prevention spells like Healing Salve and cheap direct damage spells like Lightning Bolt can often make or break a battle.
- Consider some mana producing creatures, especially if you are known for rolling lots of ones.

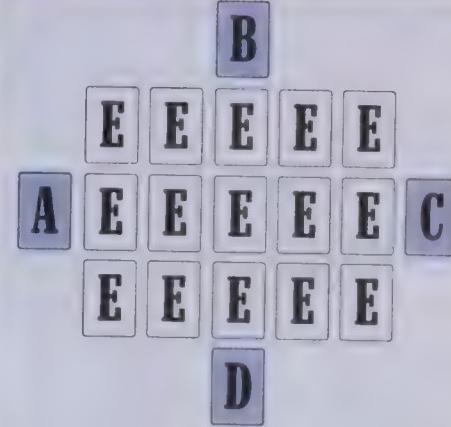


TABLE LAYOUT

A-D Strongholds: All strongholds are played face down and are revealed to the attacking player only when they are attacked. In a three-player game, stronghold B is chosen randomly. Each player must select one creature from his deck and put it face down on the stronghold. These creatures will defend the stronghold from attack.

In a two-player game, the first player has strongholds at A and B and the second player has strongholds and C and D. When summoning a creature, you may choose which of your strongholds to place it in.

E. Terrains: Use 15 basic lands, three of each, to create the grid. Shuffle the cards and lay them out face up. Alternatively, you may place the cards face down and rule that a terrain is only revealed when a creature lands in it.



CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS

BY SEAN JAFFE

Rock and Role

In the past, many great works of literature have been set to music and in the modern age, no good movie or TV show gets away without a theme song, if not a whole soundtrack. But unfortunately in gaming, music is either an afterthought or not remembered at all. "Hey guys, put The Cure on endless repeat! We're playin' Vampire!" However, with a little work, music can be made to provide an unprecedented intensity to your games, no matter what the genre. I've found two major methods.

The first way to use music in your campaign is simple: find a style of music appropriate to the game and play it during your sessions. There's nothing wrong with this method as long as you make sure that your players like—or at least are indifferent to—your choice for that particular session. Even if they've never heard it before, they'll most likely get swept up in your enthusiasm for the material.

The second technique is a bit more complex, but it creates a bond between the music and the game that furthers the intensity of both. Ever heard "that song?" —the one that sends chills down your spine and sets your neck hairs on end? For some, it's a blues song. For others, it's metal or classical while for still others, well...who knows? The point is this: find a song that's powerful and familiarize yourself with it. Once you're comfortable, incorporate elements of the song into your game.

For example, in a particularly religious-themed game I ran a while back, there was a scene in which the Devil berates the Savior in an attempt to browbeat him into submission. I wanted this scene to be utterly shocking, something that would symbolize all the evil in the entire game in the form of one man. The song I chose for this scene was "What God Wants, Part III" by Roger Waters, from his solo album *Amused to Death*. I chose this mainly for its lyrical content: it's essentially a song about the human trappings of the Judeo-Christian God. However, there were several other advantages: a majestic melody and backbeat, the unnerving sound of a crowd behind the singer and a little monologue by a televangelist at the



beginning. Come showtime, I subtly pressed play and went into the monologue, then I launched full force into the tirade. The players heard me and saw me, but they also heard a crowd of maniacal followers with music as hard and driving as my speech.

Another time, I was running a *Star Wars* game in which an unarmed PC Jedi was being soundly beaten by an opponent in the bowels of Bespin. For the purposes of this scene, I chose a track from John Williams' Special Edition "Return Of The Jedi" soundtrack called "The Pit of Carkoon/Sail Barge Assault." It began with tense, low tones as she was being beaten by the Dark Jedi and then... a triumphant crescendo as her hand settled upon a lightsaber a "certain someone" had dropped there several years before! With the sudden, triumphant music, the odds evened between the duelists, and she managed to overpower her antagonist.

Using music in this way requires a devious blend of timing, luck and railroading your players. Be very careful with that last bit though. It'll be a lot more obvious than usual that you're forcing them into something since you know how the soundtrack goes. You want the scene to be so poignant or dramatic that the players don't care you pushed them a bit. Excuses like "Ellen had to die. It got to the sad part" will get you hurt. The point the music hits a crescendo is the perfect moment for the characters to turn the tables on the villains or for a lost hero to make a triumphant return.

"Good combat music comes from a variety of sources. Metallica's a good start."

Be subtle, too. If your characters suddenly find themselves surrounded by good ol' boys drinking whisky and rye singin' "This'll be the day that I die," it's gonna sound cheesy. I can't be held responsible for what they do. If you get it right though, the players will eventually recognize the subtle similarities when you play the song before each session. They will praise your cleverness and artistic insight. They may even be so impressed they'll buy their own chips. Get your players to follow the soundtrack and give them extra points if they sing along. Run a musical! (*Nyarlathotep.... I'm in love with a guy named Nyarlathotep....*) Take advantage of one of the best things about gaming: the freedom. There are no boundaries to the game or to your musical choices.

Sean Jaffe has too many blown-out speakers to count.

Tune In

Rather than divvying up the many different styles of music, it seems easier to delineate the various types of RPGs.

Horror: Although horror's giving it a run for its money these days, the ol' sword and sorcery category is still on top. *AD&D, Elric!, Palladium, Earthdawn, Legend of the Five Rings* and a bazillion others make up this mighty genre. Music that works depends largely on the focus of the campaign, but it's probably best to leave your techno collection at home. Classical and Celtic selections are obvious. The heavy metal bands of the Eighties also focused on this theme, and it might be worth it to dig up old Iron Maiden or Black Sabbath tapes, especially when Handel just ain't cuttin' it for those fight scenes.

Action: Games like *Hong Kong Action Theater* and *Extreme Vengeance* are about action—and action's about energy. Good combat music comes from a variety of sources. Metallica's a good start. And have you considered any of the faster techno/industrial groups like Prodigy or the Chemical Brothers? Under certain circumstances, you might even try choir music, especially battle hymns.

Goth: goth, goth, goth. Since *Vampire* more or less started this trend rolling, it's obvious to include favorites like The Sisters of Mercy, Joy Division and Bauhaus. However, scary music doesn't end with black leather and facepaint. Look for anything connected to Bill Laswell, especially *Deathcube K*. Five minutes of this music will have you inspecting your closet for creatures of the night. Also, no gamemaster's collection is complete without a copy of Glenn Danzig's *Black Aria*. It is not a metal album. I promise you won't be disappointed.

Comedy: Of course, when playing *GURPS Illuminati, Men In Black, Mage or Ninjas and Superspies*, it's only natural to break out the old Bond soundtracks; however, music to calmly portray the hallowed halls of power is probably the hardest to come by. I usually go with Roger Waters' *Amused to Death* or the soundtrack to *"A Clockwork Orange."*

Suspense: Another tough one, as it really depends on the mood of the game. You can always cheat and get the soundtracks to "Batman," "Superman," "The Shadow," or "The Phantom," but it's worth checking out metal, hip-hop, house music and even some jazz.

Science Fiction: Machines sound like other machines. Techno and industrial music of all stripes will really bring out the feel of a good *Cyberpunk, Traveller* or *Rifts* game; check out *Deathride 69's Screaming Down the Gravity Well*. However, the human voice can provide an interesting contrast at times, and during specific points in the game, a chorus will jolt your players into realizing exactly how alien all that metal really is. Also, if you're running *Star Wars, Star Trek, Babylon Project* or something similar, it really pays to shell out for the soundtracks.

Comedy: The key word here is "inappropriate." *Toon, Höl or Tales from the Floating Vagabond* can benefit from anything listed prior as much as they can "Weird Al" Yankovic, Devo or Primus as long as it's played at an inopportune or clever moments. Consider a death metal love scene or a flowery, Beatles-inspired battle.

The Best Musicians: There are certain bands and artists no one should game without: My Life with The Thrill Kill Kult, Ministry, Dream Theatre, Pink Floyd and Danny Elfman.



Basic training

"Star Wars." The name alone conjures up images of heroic Rebels armed with blasters and lightsabers fighting against the evil forces of the Empire for the future of the galaxy. We all know the basic story behind Star Wars and, from the movies, it's clear that there is a lot more room for adventure in this universe. *The Star Wars Roleplaying Game, Second Edition* allows you to enter this setting and explore it more fully. Unlike most roleplaying games on the market, *Star Wars* isn't cluttered with a lot of math, difficult concepts or optional rules. But like any game, it can benefit from forethought and preparation. This article will provide you with some ideas useful for your new or ongoing campaign. Please be aware that it's not possible to cover everything in these few pages and there won't be a lot of rules recapping. If you haven't read at least chapters 1-5 and 9 of *the Star Wars Roleplaying Game*, be prepared to get that "what-the-heck-is-he-talking-about" look on your face.

CHARACTER GENERATION

WHERE TO START

Beginning characters in *Star Wars* are just that, beginners, and new players and gamemasters may get frustrated at the characters' inability to do everything that the characters in the movies do. However, the *Star Wars* game system is a remarkable thing and, with just a few tips on how to manipulate it, both players and gamemasters will be pleased with the characters they create.

TEMPLATES

An easy way to construct a character is to use one of the many character templates provided in the *Star Wars* rulebook. These partially-built characters are great for giving new players an idea of what skills are important to that character type, what equipment they have and what sort of back

STRATEGIES
and GAME IDEAS
for BEGINNERS *by Jon Leitheusser*

STAR WARS RPG, 2ND Edition

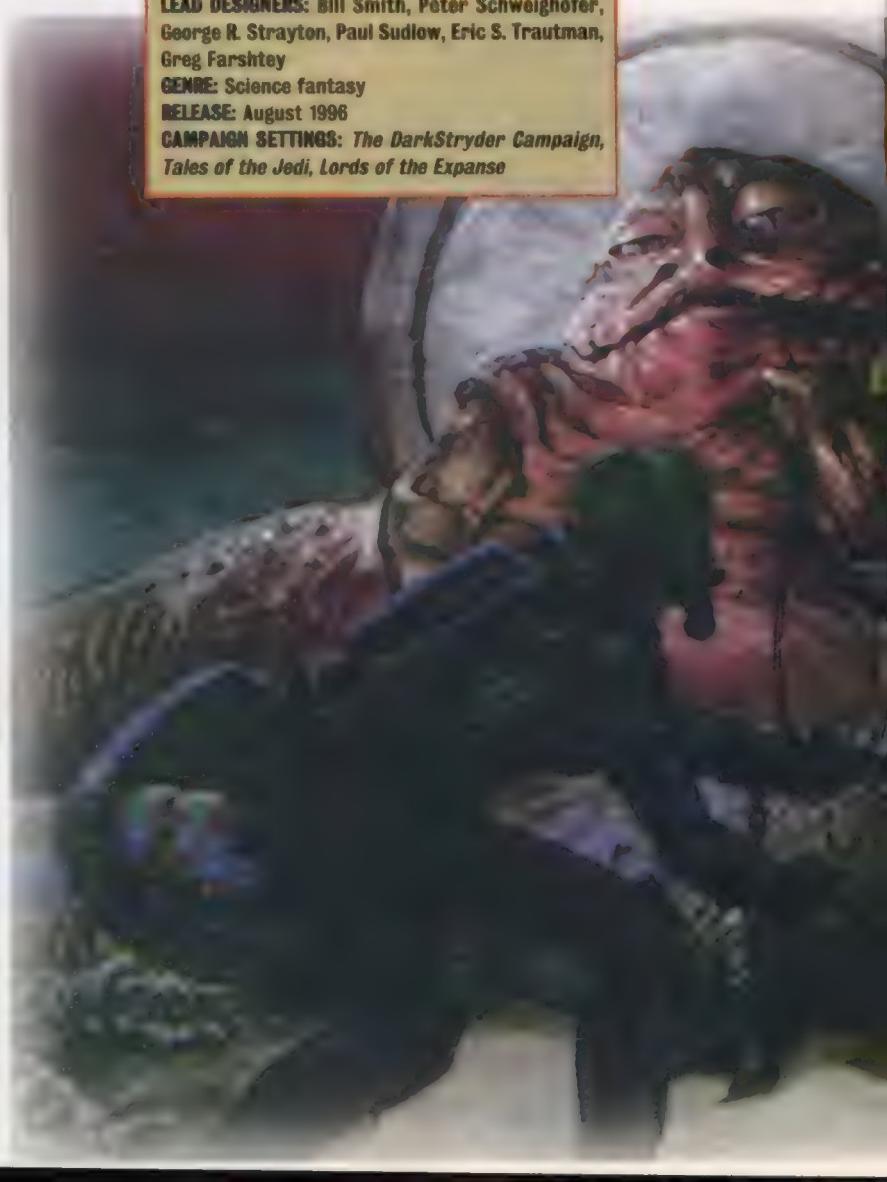
PUBLISHER: West End Games

LEAD DESIGNERS: Bill Smith, Peter Schweighofer, George R. Strayton, Paul Sudlow, Eric S. Trautman, Greg Farshtey

GENRE: Science fantasy

RELEASE: August 1996

CAMPAIN SETTINGS: *The DarkStryder Campaign, Tales of the Jedi, Lords of the Expanse*



ground is appropriate to a hero in the Star Wars universe.

Do not make the mistake of taking the character template as gospel. They are only guidelines; if you'd like to change a couple of things, by all means do so—just make sure everything balances out in the end.

CHARACTER DESIGN

Designing your own character from scratch has its own advantages and drawbacks, but you will eventually want to do it. After all, the universe would be pretty boring if there were only twenty different professions.

If you want your character to be good with a particular skill or group, be sure—absolutely certain—that the attribute associated with those skills has the highest possible number of dice in it. For example, let's assume we'll be designing a human character. All human characters have a maximum of four dice that can be allocated to any attribute. If you want to have a character that is a naturally skilled combatant, put four dice into dexterity. With this simple action your character has gained four dice worth of ability in all of the skills which fall under the dexterity attribute.

Depending on the concept of your character, certain attributes will be more important than others. A pilot needs a good mechanical attribute while a gambler ought to have

a high perception. Overall, remember that the character concept comes first; an engineer who can barely jury-rig a broken repulsorlift but can plug a stormtrooper in the eye at a hundred yards sounds less like an engineer than a mercenary who takes on fix-it jobs when money gets tight. With that said, there are a number of attributes that all characters will find important.



"Okay, class picture...and everyone say 'Ewoks!'"

ATTRIBUTES

As mentioned above, dexterity determines how combat-savvy your character is. If you have a good dexterity, you will be able to attack and defend yourself well; without it, you won't necessarily be a target, but you will get frustrated in combat. In fact, many people would say it is foolish to put fewer than four dice in dexterity because so much of *Star Wars* revolves around action and combat.

The reasoning behind the importance of perception is simple; the more of which a character is aware, the more he can act. Don't you hate it when you miss an important piece of information or when you overlook the bandits waiting in ambush on the road ahead? If you'd noticed the dilemma ahead of time, you could have done something about it. This attribute has a number of other skills under it, but the ability to notice things is the most important.

Strength reflects the character's ability to take damage. When attacked and successfully hit in combat, a player rolls

Resources

GETTING STARTED:

The Star Wars Roleplaying Game Player's Guide (TSR, \$19.95). Absolutely necessary and the only book you really need to play. It's a good read too!

RECOMMENDED SUPPLEMENTS:

Star Wars Sourcebook (TSR, \$19.95). The screen is useful, but the booklet inside also has a number of new character templates and vehicle quick-reference sheets.

Empire at War (TSR, \$19.95). Gamemasters will appreciate this book; players will hate it. A bit thick,

but it explains the workings of the Empire and includes tons of information, equipment and vehicles. *Empire at War* is a complete campaign that succeeds in putting the characters at the center of an important plot and provides numerous NPCs. A great resource for gamemasters who don't mind the fact that a lot of work has been done for them. But beware: this setting moves the characters to the fringes of the *Star Wars* universe, far away from the Empire and the New Republic.

RECOMMENDED DICE:

Raid all your old board games; all you need are six-sided dice, six per player for starting characters.



Basic Training

a number of dice equal to the character's strength. If that number is greater than the amount of damage rolled by the attackers, the character shrugs it off and nothing happens. Secondly, when a character is damaged badly, strength acts as "hit points"—the more dice of strength a character has, the more hits he can withstand. Last but not least, strength is the amount of damage a character can inflict in hand-to-hand combat.

SKILL DICE

Now that you've allocated your attribute dice, move on to skill dice. A new character only gets seven dice to spend. That doesn't seem like much and it isn't when you examine all the possibilities for them. The trick is to target specific skills in which you want your character to be better than just base level. Your character should and will start out very specialized in one or two. Again, stay true to your character concept for this part of the creation process: an X-wing pilot should put skill dice into Starfighter Piloting, Starship Gunnery and, probably, Astrogation and Sensors. Spend whatever dice you have left to make sure that he isn't lacking in some important skill such as Blaster or Search. After playing a few games, you can branch out and sink points into some of those other skills you thought looked interesting. This makes your character well-rounded, personalized and more interesting.

Attempting to use skill dice to make up for low base attributes is an expensive and generally losing proposition for starting characters.

SPECIALIZING

Another option is specializing with a skill. While this allows a



"You'd better be wearing your Depends this time, 'Mr. Jedi Master.'"

character to get more mileage out of the few dice he has, it limits the character severely. Generally, steer clear of this whenever possible. If a character concept screams out to be specialized in one thing or another—fine, but the *Star Wars* game system does such an excellent job of creating characters that are good at every aspect of a skill, why limit

yourself by tinkering with that game mechanic? Additionally, as your character earns experience and increases its skills, you will have to repurchase any skills in which he has previously specialized; this costs you more points in the long term.

COMBAT HELPERS

The *Star Wars* combat system is about as simple as character creation, but there's no game system that can't benefit from a bit of preparation. The best thing to do is have quick-reference sheets for the major NPCs—including stormtroopers—which detail their attributes, skills, and equipment including their weapons' damage ratings. These simple forms will save you a lot of headaches. As characters are damaged, just make notes on the character sheet.

The two words that best describe the world of *Star Wars* are action and adventure. The game system reflects this and everyone must understand that this makes it pretty unrealistic—but is it ever cinematic! The game is designed so well that it's almost impossible to get bogged

Campaign Ideas

The player characters are raw recruits of the Rebel Alliance and are thrown together when their base is attacked and destroyed. They barely manage to escape armed with the knowledge that one of the Alliance members is an Imperial spy. He has since moved on to another base where the same will surely happen.

The characters are motivated by making a profit or paying off old debts they have incurred to some nasty crime boss. This was Han Solo and Chewbacca's motivation and look at all their trouble.

Why do the characters have to start out on the side of the angels? Start them out working for the Empire and slowly reveal how bureaucratic, unpopular and evil it is. This allows characters to decide when they've had enough and how to engineer an escape. Then, how does a team of ex-Imperial soldiers earn the trust of the Rebel Alliance?

All of the characters are bounty hunters. Example plot: The group is hired by the New Republic to find Grand Moff Lotter; the Grand Moff was responsible for enslaving the people of Vald and commanding their extermination after the defeat of the Empire. The New Republic did not take the news of this act of genocide lightly, but the Grand Moff has disappeared except for a few whispered rumors.

CONTEST

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SCAN THIS:

Below are seven *Shadowrun* trivia questions no corp deckhead could grok. The answers can be found throughout this issue of *InQuest*, hidden among its usual departments and columns. You must find the hidden answers, note the page number they appear on, and mark that page number on the code box below. But note: A box can contain only one digit, so if a page number contains more than one digit, use more than one box. And remember, page numbers must be entered in the order the clues were given. Now get hackin', runner!

QUESTIONS:

1. Who is the former capo of Seattle, now deceased?
 2. Who said, "Some folks can do more than I can, but no one is better than I am at what I do"?
 3. What is the name for the all-female metavariant of elves?
 4. Who was SK technology pioneered by?
 5. What "effect" compels a person to betray themselves and others?
 6. What is an Ork's scientific name?
 7. Who sets all standards for legitimate magical practice in the UCAS?

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10

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ANSWER CODE:

Future Shock





InQuest's top 10 predictions for 1998

By the *InQuest* staff

InQuest recently made a ground-breaking discovery: If you don't eat anything for a long time and stare into a "Magic 8-Ball," you start seeing things.

We're not talking just about seeing triangles with "Reply Hazy. Please Try Again." We're talking about real stuff...weird stuff. Things like the secrets of the ancients. Mystical symbols. Tia Carrere and David Duchovny wearing nothing but rare *BattleTech* cards and a smile. And, of course, the future. (We told you it was weird.)

Stunned by the enormity of this discovery, we wasted no time in stowing our Moon Pies™ and tuning our efforts into finding out what 1998 holds for gaming. Here's what our nutritionally deficient minds saw:

1. New victory conditions for *Magic*.

When *Magic: the Gathering* first hit the scene, there was really only one practical way to win: knock your opponent to zero life. The *Antiquities* expansion brought cards like Millstone that made a second way—depleting your opponent's library—a plausible victory condition. *Legends* brought us poison counters. Since then...nothing.

Magic's due for a new way to win, especially since alternate victory conditions have been integrated so well into other CCGs. In the *Dagobah* expansion for *Star Wars*, completing all the Jedi Training cards nearly assures victory, while *Legend of the Five Rings* began with three victory conditions and, through the Black Scrolls, added a fourth in *Time of the Void*.

In the next stand-alone set for *Magic* we expect something like LSR's Elemental Rings: five cards that, if in play at the same time, win the controller the game. They'll have a high casting cost, but be able to be played as instants in response to other events: One might be brought in after countering a spell, for example, or after dealing 10 times a creature's toughness in damage to it. It'll add a whole new level of strategy to *Magic*.

Photo: Paul Serradell

2. CCGs become serialized.

One of the big hits this year in the horror fiction world was Stephen King's "The Green Mile" series. Every few weeks, a new chapter of the story was told in mini-novels of around 100 pages. Fans scarfed them up like candy, pushing the books to the top of the bestseller lists.

Now, Five Rings Publishing is doing a similar thing with its CCGs. The Scorpion Clan Coup expansion for *Legend of the Five Rings* and *Rage's Snake Eyes* saga are being released in 50-card bursts around once a month. Fans of the game will enjoy the feel of following a storyline and the thrill of new cards every month. Collectors will appreciate the ease with which smaller sets can be completed. And retailers will see a continuous stream of sales rather than the spurt-and-famine style that accompanies the present release schedules. By spreading out their purchases, gamers will be able to buy more cards, yet feel like they're spending less.

We think this plan can't help but succeed, and are waiting to see other games follow suit. Games with no established storyline seem a natural for this plan; as with comic books, it'd be cool to go to your local game shop every month and pick up the next episode of the *Bat-*

tleTech or *Shadowrun* CCG.



CCGs will become serialized like comics.

3. "X-Files" next big RPG.

Conspiracy-type roleplaying games have a poor history despite quality games like *Conspiracy X* and *GURPS: Illuminati* and the overwhelming presence of television shows such as *Millennium*, *Profiler*, *The Pretender* and *Dark Skies*. In 1998, we'll see an RPG adaptation of the most popular series of the genre, *The X-Files*. We've already seen that Fox is willing to put the *X-Files* name on just about anything related to the show, including a pretty good card game and buttloads of forgettable posters, T-shirts, comic books, etc. This game has a lot of potential; followers of the show will be intrigued by the further adventures of their heroes and the chance to possibly play Mulder, Scully, Skinner—maybe even Deep Throat or X. The show itself has a plethora of ideas built in from past episodes; plots can continue from those episodes—perhaps an entire race of flukemen—or strike out into territory uncovered



Photo: Fox Television

"The X-Files" RPG will be made.

by the series such as alchemy or Atlantis. Toss in the added media exposure and X-Philes excitement for the coming big-screen movie, and you've got a recipe for success.

4. Magic patent kills most CCGs.

This is a no-brainer. Wizards of the Coast (WotC) has the law on its side as well as a majority of fans. The copyrighted play elements—like altering the orientation of a card to use its power and the creation of decks—encompass parts of just about any CCG headed to market and will cause designers to wonder if adopting any of the patented elements is enough for a lawsuit against them. Additionally, WotC wants to license current games which violate the patent, meaning companies must either pay a chunk of money to WotC and turn over the rights to their game or shut down. This will make smaller companies think twice before releasing a new product or pay licensing fees to acquire existing properties. Many creators will opt either to bag the gaming biz entirely, come up with a truly unique CCG concept or turn their attention to creating RPGs and board games with innovative formats such as *Settlers of Catan*, where the hassle is less and the potential rewards are greater.

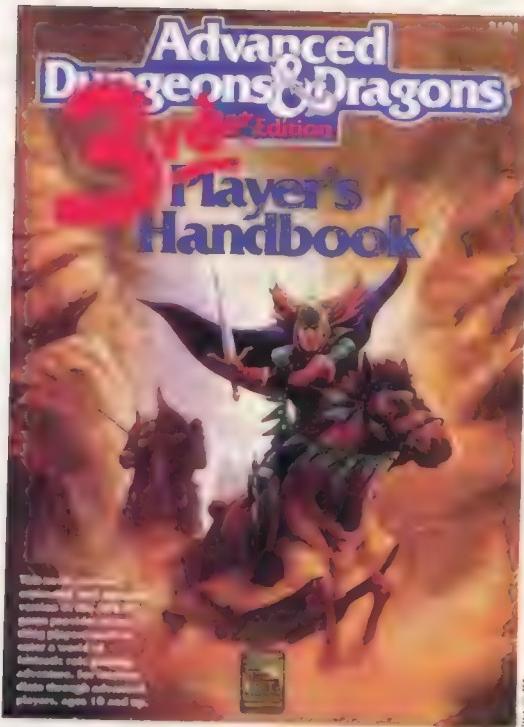
5. Miniatures muscle in on mass market.

As we reported this summer, miniatures games like Games Workshop's Warhammer series and FASA's *BattleTech* are generating a lot of buzz and sales are up. When we first heard



Photo: Games Workshop

Ready-made painted miniatures will spawn a new gaming boom.



D&D will finally adopt a point-based system.

that people were selling their *Magic* cards to buy miniatures, we thought it was a joke. When we saw it first-hand, we had to believe.

But think about it: miniatures gaming combines toys with gaming and modeling. What's not to like? Answer: the price. Those lumps of lead cost *beaucoup* bucks! And modeling is not everyone's forte and takes valuable hours of precious gaming time. Who has two months to paint up an army?

Well, fear not, *effendi*. Say bye-bye to the burdensome washing, prepping, painting, detailing, and drying that miniatures gaming requires. Say hello to modern manufacturing that allows for cheap, detailed, full-color orcs, mechs and anything else game designers can dream up. Result: miniatures gaming for the masses. Take out the tedium and you attract gamers weaned on easily accessible games like *Magic*.

Now make some of the miniatures slightly different and charge more for the powerful ones and you have a collectible miniatures game. The mind boggles.

6. D&D rebounds with a Third Edition.

Now that WotC owns the rights to the immensely popular *Advanced Dungeons & Dragons* roleplaying game, it's hard to believe they won't take this opportunity to repack their new pet. C'mon, this is a company that released five editions of *Magic* in less than four years.

What will they do to spruce up the system without making over 10 years of supplements obsolete? We're betting *AD&D* (now back to being called *D&D*) will relaunch with a third edition, finally taking a bold stride toward something most other RPGs discovered in the early '80s—a point-based system. The creative people at TSR already started the transformation with the *Player's Option* series of books; it's only natural to combine these elements into a new core system.

But WotC's influence won't stop there. Rumor has it that they're already working on a Dominarian campaign supplement for *D&D*. What better way to launch a new system than with

a *Magic*-based setting that encourages players to use the new mechanics?

Granted, you can't just turn these things around in a day, or even a few months. Look for the "new" *D&D*—Urza, Mishra and all—toward the end of the year.

7. WotC cuts out the middle man and buys their own distributor.

Building on the monopoly they seem to be making of the gaming industry, WotC will buy their own product distributor. The two mega distributors are Chessex and The Armory; with Chessex on the west coast, they seem to be the likely choice.

Why the move? Control. From an economic standpoint, controlling your own distribution system results in a much greater profit margin as you're eliminating the middle man and going straight to retailers. WotC can also set price standards they're comfortable with and ensure that *Magic*, *D&D* and all of their other gaming products go exactly where they want them.

What are the dangers of such a move? Many other distributors will go out of business and will likely band together to try and compete with the WotC "juggernaut." Retailers may feel the pinch having to split their orders (WotC vs. everything else) and thus receive a smaller percentage discount. Taking on a huge task like running the entire distribution system for *Magic*—let alone Five Rings and TSR products—will mean, if we're lucky, some difficulties and delays, and if we're not—a collapse in the gaming industry. Marvel Entertainment Group went through a similar situation in the comics field and ended up declaring bankruptcy.

What's this mean for fans? A loss in net profit may put some local retailers out of business. Small games may be neglected, edged aside by the high-profile WotC products. Not a good thing.

8. Richard Garfield won't design another CCG, ever.

The designer behind such games as *Magic: The Gathering*, *BattleTech* and *Netrunner* will certainly not create another collectible card game next year, and our guess is he's so



Richard Garfield's looking toward online gaming, not CCGs.

burnt out on CCGs, he won't be coming back. Sure, WotC might consult with him on their card game designs, but he'll be dedicating his time to other game arenas.

What arenas? We know he loves board games (his first WotC game design was a board game, *RoboRally*), and he's

Like That's Really Gonna Happen!

While channeling the you-can-bet-yer-life-on-'em predictions detailed on these pages, we hallucinated a bunch we're not willing to stake our lives on; but if we had a dollar, we'd bet on these bad boys:

10. White Wolf Game Studio will acquire the rights to *Battle Castle* from Wingnut Games. The game will be retitled *Bovine: The Rendering*.

9. ICE and Five Rings Publishing will join forces for *Legend of the One Ring*, a Tolkien-style fantasy set in medieval Japan. Art for Yogo Sauron's Army and the Esteemed House of Bag-gins will hit the internet in March.

8. "Magic: The Gathering: The Motion Picture" hits the theaters this summer with Patrick Stewart as Squee and Will Smith as Gerrard.

7. Someone, somewhere, will find yet another way to market a "Babylon 5" game.

6. In an unparalleled crossover, the final *Spellfire* expansion, *Last Gasp*, introduces the infamous Evil Fish Men.

5. Fresh off a company-wide editorial summit, *GURPS* debuts the 128-page *Plants, Rocks and Trees* supplement. "It's the only thing *GURPS* hasn't covered," Steve Jackson will say.

4. In the spirit of better, equal playing environments, *Magic's* Sixth Edition will ban player damage.

3. Chaosium will announce the release of *The Triumph of Cthulhu* supplement for the *Call of Cthulhu* RPG. It'll be a page long.

2. Flying Buffalo teams up with KFC for a "Flying Buffalo Wings" value meal with free dice.

1. In response to Viacom's lawsuit against White Wolf, David Copperfield and Doug Henning sue WotC. The Sixth Edition of *Pulling-Rabbits-From-Hats: The Gathering* is released on schedule.

mentioned how he's been tinkering around with roleplaying systems. But Garfield's a shrewd guy—he knows the real future lies in network computer games (call 'em virtual roleplaying, if you will). Think about how many players are a keystroke away over the Net. Think how impressive modern-day graphics can be and how much they add to the "feel" of a game you're playing. WotC has already made strides in this area (remember the *Netrunner* puzzle/stories they uploaded to the Web?); it's not much of a stretch to predict a Garfield-created or Dominaria-based world setting heading our way in '98 a la *Ultima Online*.

9. Company worlds will collide.

No company has dominated the hobby game biz like WotC currently does. Are the smaller companies going to just sit by and watch their own extinction? We don't think so.

Look for them to team-up on joint projects and try innovative things to expand the fan base of their existing lines. We can't think of a better way to accomplish that than by tapping into already established products. Think, crossover. What *World of Darkness* player wouldn't like a change of pace like tangling with Cthulhu in a *Vampire/Call of Cthulhu* crossover? Wouldn't the kindred still exist in the far-far-future of *BattleTech*? Vampire mech jocks? Très cool.

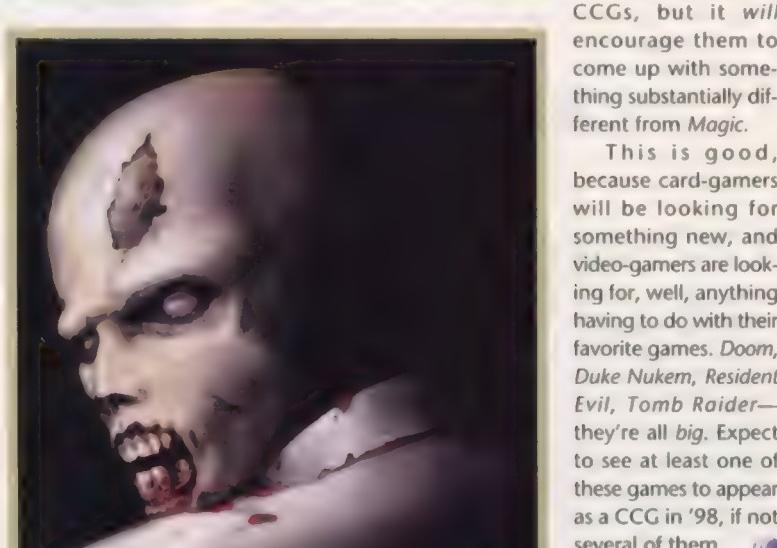
Even WotC will get in on the act. We see an ambitious crossover detailing a war between *Dragonlance*'s world of Krynn and another TSR world. In light of the popularity of oriental settings in gaming, our bet for this other world is AD&D's oriental setting, Kara-Tur.

10. CCGs trade cardboard for motherboards.

It's an unwritten rule that if you're looking to design a new CCG, the only way to go is with a licensed property. Problem is, the huge ones ("Star Wars," "Lord of the Rings") are already taken. So what's left?

Simple. With "Mortal Kombat: Annihilation" already in theaters and the *Resident Evil* and *Tomb Raider* movies on the way, video games haven't been this hot since *Pac-Man Fever*. Heck, they're even coming out with a line of *Tomb Raider* action figures. So why not CCGs?

Sure, the first video-game CCGs (*Mortal Kombat* and *Killer Instinct*) failed miserably, but they came at a time when the market was flooded with new games looking to cash in on the success of *Magic* and their designs were less than inspiring. The patent law isn't going to prevent game companies from designing new CCGs, but it will encourage them to come up with something substantially different from *Magic*.



A *Resident Evil* movie is in the works, with the CCG right behind.

The InQuest editors can always predict the weather...at least those that have cable.

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STORIES!

"WHAT THE HELL'S GOING ON HERE?"

If you ask that very question every time you lay the cards to your favorite collectible card game on the table, then *InQuest* is here to help. Many CCGs have rich backgrounds: *Legend of the Five Rings*, *BattleTech*, *Shadowrun* and the new *Rage* come to mind. However, you usually only have the faintest notion of the story through bits and pieces of flavor text and pictures. Be it werewolf or samurai, mech pilot or runner, once you hear the real stories behind the CCGs you've fallen in love with, you're guaranteed to fall even harder...

RAGE

Rage takes place in the World of Darkness popularized in White Wolf's *Vampire: the Masquerade* RPG, a bleak reflection of our own. Gargoyles sit atop skyscrapers as smog chokes the urban skies. In this world, you'll find vampires, mages...and, of course, werewolves. *Rage* is their struggle.

The Earth, which the werewolves call Gaia, is doomed to fall prey to pollution and corruption, personified as a celestial entity called the Wyrm. The werewolves, who call themselves Garou, were responsible for protecting Gaia...but fell prey to their own petty squabbles among themselves. Now, as the millennium ends, the Garou fight to keep the world safe from the oncoming Apocalypse.

The Wyrm's presence on Earth is manifest in a financial juggernaut called Pentex, Inc. If something pollutes the world, corrupts the mind or rots the teeth, Pentex probably has a hand in it. Every day, they gain a greater grasp of the planet. Meanwhile, the sacred spots

of untainted energy known as caerns grow fewer and fewer as the various tribes and septs of Garou compete to control and "protect" them.

Garou have a code of laws and rites called the Litany. The Litany has many parts to it, and its song defines the traditions in Garou society. Some of the basic tenets include combating the Wyrm whenever it manifests itself, respecting the territory of others, not eating the flesh of humans and so on. While there are deviations from tribe to tribe, these are the basics that Garou follow.

Garou gather in packs and have varying purposes, depending on their tribal makeup. Some packs choose to seek out the Wyrm at all costs, while others want to expand their own territory by fighting with rival packs. Besides uniting through a common purpose, the pack shares something else as well: When the pack is first created, it receives a totem spirit, which serves the pack as their guardian and link to the Umbra, or spirit world.

Meetings of Garou are known as "moots." They have social, political and religious aspects and are called on the full moon at caerns. Many things can happen at a moot: a spirit may be summoned, plans according to the pack's purpose are

discussed, violators of the Litany are punished, heroes honored, Moon Bridges open (allowing travel from one caern to another) and most importantly, the caerns themselves are recharged from the moot ceremony of the Garou.

Although the events of *Rage* cover the whole World of Darkness, the newest expansions for the game will take place in Las Vegas, Nevada. The *Snake Eyes* series will debut the brand new rules system and themed decks revolving around individual tribes. Look to dig your claws into them this winter.





Imagine a medieval Japan with magic and *D&D*-type creatures and you'll have a fairly accurate picture of Rokugan, the setting for the *Legend of the Five Rings* roleplaying and collectible card games.

Rokugan's legends hold that the earth and man were created by the gods Lord Moon and Lady Sun. Lord Moon believes his children—who possess elements of both sun and moon—would grow to be more powerful than him, and decides to eat them. Lady Sun manages to smuggle one of her sons, Hantei, away and explain to him that he must rescue his siblings. She trains him in the arts of combat and, in the inevitable clash of father and son, Hantei slices open his father's belly and the previously eaten children fall from heaven and land on the Earth. One of the sons, however, manages to grab Hantei and he too falls to Earth.

Eight of the children land near each other and decide to help mankind, promising: "We will teach you the ways of the world and we will protect your from its evils. Serve us with humility and obedience and we will keep this promise." The ninth son, Fu Leng, lands far away in a crevasse and becomes trapped under the earth.

The remaining eight children then hold a tournament to see who among them shall rule the world. Hantei's great martial skills help him win and he is named emperor, forming the Hantei Dynasty. The other seven children each form a clan to serve the empire.



Hida forms the Crab Clan, who become known for their combat prowess and their lack of social graces. Doji finds the Crane Clan and his daughter becomes Hantei's wife. Every emperor since has chosen a Crane Clan bride, giving this Clan much sway at the imperial court. Togashi establishes the Dragon Clan, a secretive group that mixes battle skill with magical knowledge. Akodo forms the Lion Clan which becomes known for unquestioning devotion to the emperor and unmatched tactical skill. Shiba heads up the Phoenix Clan, which wastes little time learning the ways of the sword, choosing instead to train the most powerful *shugenja* (magic users) in the land. Bayushi's Scorpion Clan finds their niche in information peddling and become masters of subterfuge. Lastly, Shinjo establishes the Unicorn Clan and is tasked with exploring the Emerald Empire. They pursue this task with zeal and disappear for 800 years. When they return, they bring with them many strange customs and unrivaled horsemanship skills.

As the story goes, Fu Leng emerges from his "grave" and attacks the Emerald Empire. The time he spent underground poisoned his mind and taught him black magics. He amasses a large army of creatures that inhabit the area around Rokugan—the Shadowlands—and uses vile sorceries to defeat the clans in battle. It is on the eve of a lost battle that a wise monk named Shinsei shows the emperor how to defeat Fu Leng. His wisdom becomes the Tao of Shinsei and is now followed by all the clans. The Tao features the Five Rings, or steps to enlightenment.

During the course of the card game, the last Hantei emperor dies with no heir, and Fu Leng possesses his body to again try to destroy Rokugan. However, the clans unite on the Day of Thunder to defeat him. The fallen Lion, Akodo Toturi, ascends to the throne, becoming the first Emperor who is not a Hantei.

That's where the original LSR story ends. But don't sell your *katana* just yet. The next story arc, called *The Hidden Emperor*, begins soon.

Ready to deal a blow for the Emperor? It doesn't take great magic or rare cards to have an edge. This all-inclusive LSR Deck will have you fighting tough in no time:

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- HOLDINGS
- Copper Mine
- Geisha House
- Inde Works
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- Books and Fabrics

FATE DECK

- ACTIONS
- Block Supply Lines
- Charge
- Contestious Terrain
- Defend Your Home
- Diversionary Tactics
- One Koku
- Rallying Cry
- Refugees
- Superior Tactics

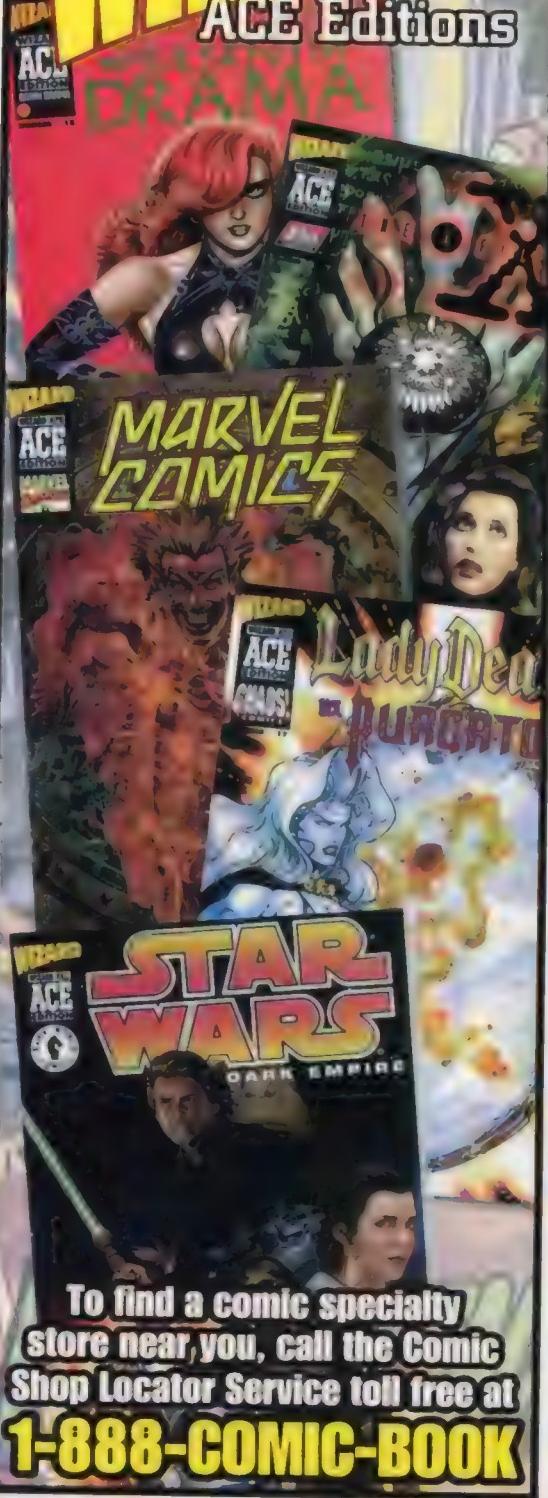
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BattleTech is mainly about big fighting robots. But there's a lot more to the story than hunks of metal blasting each other. In each "mech" there's a pilot—a mech jock. And every mech jock belongs to a faction fighting for dominance in the feudalistic world of 3049.

Mankind began on this path in 2020, when it first discovered fusion power. Seven years later, the migration to the stars began with the colonization of Mars. Nearly 100 years after that, faster-than-light travel allowed for the founding of New Earth in the Tau Ceti System; 20 years later there were more than 600 Terran colonies scattered across a sphere 80 light-years in diameter.

This rapid colonization proved the deathknell of the peace humanity had known. Constant revolt forced the Terran Alliance to grant independence to various far-off governments (basically all those more than 30 light years from Earth by 2242). Even so, supporting the many colonies it still had, led to the fall of the Terran Alliance. In its place rose the Terran Hegemony.

During the Hegemony's rule, the Peer List was established. The Peer List led to the creation of feudal ruling families in the various independent territories surrounding the Hegemony. Wars followed, leading to the Ares Conventions, a set of rules for warfare which outlawed atrocities against civilians but, essentially, legalized war.

Now that you know the story, try this *BattleTech* CCG deck made from all commons, yet uncommonly potent.

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- ComStar Support
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- Outreach Messenger
- Training
- Support: Assembly
- Support: Politics
- Support: Tactics
- Treachery!

TECHS

- Awesome HWS-07
- Grasshopper GMG-1
- Stalker STK-5
- Jagermech JMS-01
- Whitworth WTH-1
- Wolfhound WLF-1
- Zeta ZDZ-01

MISSION CARDS

- Faint
- Lance Diversion
- Onwards



COMMAND CARDS	TECHS	MISSION CARDS
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In 2556, Ian Cameron, then leader of the Hegemony, united almost all the colonies and formed the Star League. This alliance resulted in 200 years of prosperity but eventually fell to a coup d'état. Centuries of war followed as former members of the Star League fought each other for power in the Succession Wars.

Presently in the world of *BattleTech*, it is the year 3049, and four vast star empires—known as the Successor States—dominate human-occupied space:

The Federated Commonwealth. Led by the brilliant strategists of House Davion, this faction was formed when the Lyran Commonwealth, the wealthiest faction, allied with the Federated Suns, the most militarily and scientifically advanced faction, forming a super-state the other Successor States haven't been able to withstand.

Draconis Combine. A faction that lives by the oriental code of bushido—

the way of the warrior. Shiro Kurita leads this group that rarely sets aside its tendencies toward violence, arrogance and ruthlessness in favor of cooperation.

Free Worlds League. Three loosely structured mercantile associations left behind in the chaos following the Terran Alliance's decision to grant independence to many of its wayward colonies. Thomas Marik of House Marik heads this group.

Capellan Confederation. Various smaller states united under Duke Liao, this confederation has lost nearly 75 percent of its territory to Houses Marik and Davion. Now Liao has managed to forge the remnants of his empire into a rock-solid core of fanatic warriors willing to die rather than lose more territory.

This is where players step into the *BattleTech* universe. Just remember, he who has the biggest mechs, makes the rules, and you'll do all right.

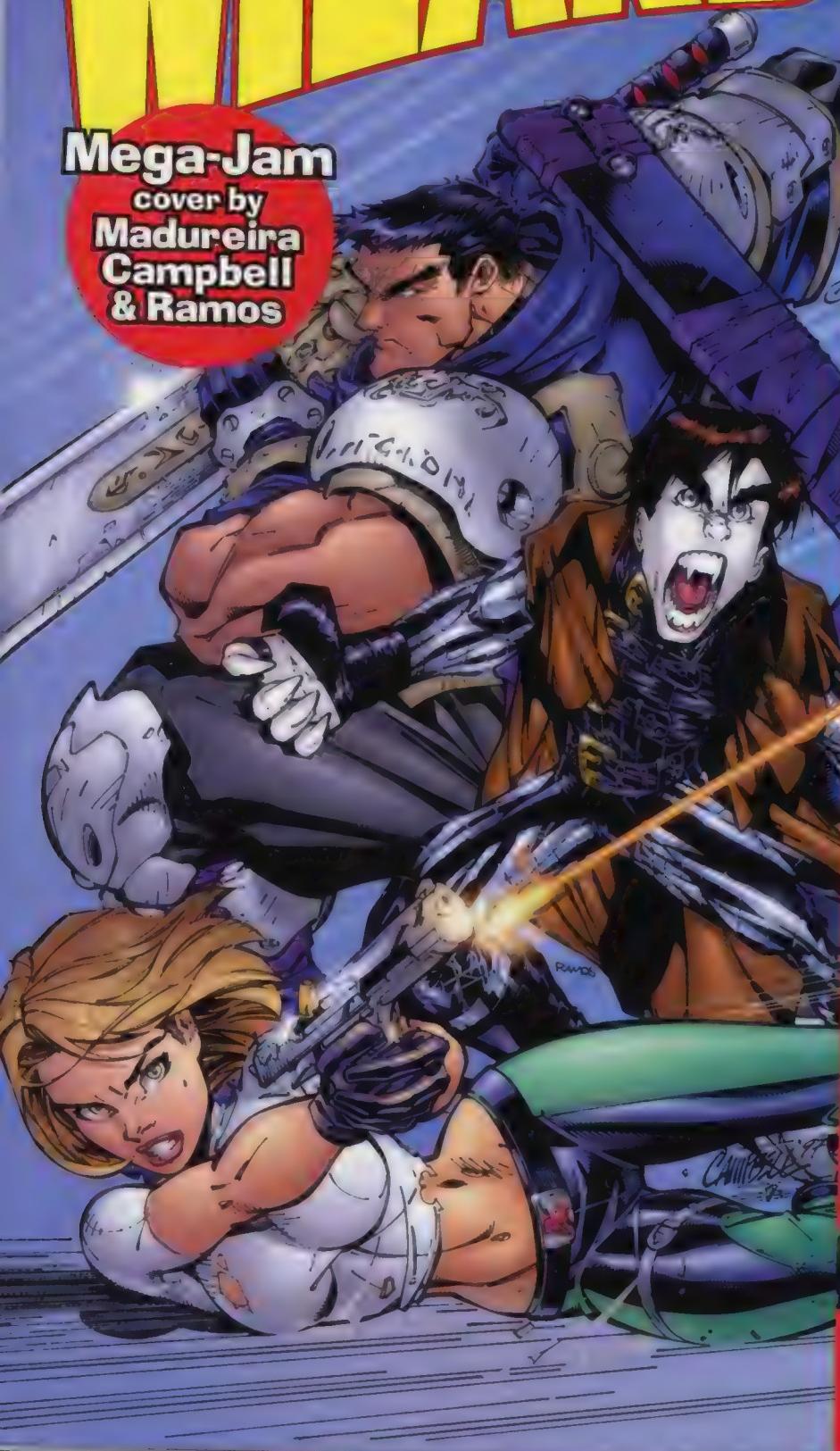
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What's a shadowrun? It's a covert operation, financed by someone with money and power and performed by operatives who have neither. It might be a kidnapping, a data raid...or a murder. It's a way to get things done while keeping your hands clean.

The world's come to this because Virally Induced Toxic Allergy Syndrome (VITAS) killed millions in 2010 and triggered the "Year of Chaos" in 2011. That's when widespread warfare broke out, governments toppled and magic "reawakened." A basic premise of *Shadowrun* is that magic is a normal part of human existence and though a lull in the mystical energies has resulted in its absence for many years, the lull has subsided and magic is back.

Not only did the Awakening bring back magic, people unpredictably metamorphosed into beings with strange deformities and powers: orks, dwarves, elves and other mythological creatures reappeared on the landscape. Shamans and mages proved that the astral plane and the spirit world were real and able to be manipulated. Technology has advanced at a rapid pace. No longer confined to just flesh and blood, artificial enhancements of cyberware became available to make humans stronger, faster and smarter.

The vast global communications network collapsed due to a computer virus. Nuclear missiles were launched, but failed to detonate. Dragons ruled the skies. Clashes between the newly awakened races—called metahumans—and the rest of



humanity became common. But mankind survived the anarchy that followed, though civilization has changed forever.

Most of *Shadowrun* is set in the sprawl of Seattle in the year 2053, though other areas of this cyberpunk-meets-fantasy world are detailed in sourcebooks. New nation-states of Amerindians, elves, orks and dwarfs formed. While metroplexes sprawl over the landscape, governments have been replaced by mega-corporate masters.

The old telecommunications network been replaced with an omnipresent supersystem called the "Matrix." This cyberspace is the key to everything—money, power, information. Hackers, called Deckers

or Technomancers, become the hope of the underclass and the first line of defense for corporations. The first deckers died horribly when they attempted to jack directly into the Matrix. But they learned. Now no information is safe from them and competing corporations play a cat-and-mouse game to keep their data safe while stealing from their enemies.

If a chaotic future world that mixes fantasy, high-tech and corporate espionage gets your heart pumping, this is the place you'll find it.

The InQuest staff has a seedy backstory but we sold exclusive rights to "60 Minutes." Look for us on the Andy Rooney segment.

Ready for your first run? Jack into this all-new
Shadowrun CCG deck and see how far you get.

OBJECTIVES

- 1. Combat Blitz
 - 2. Sucker Run
- #### RUNNERS
- 1. Glitz
 - 2. Gore Task
 - 3. Kromagun
 - 4. Shellshock
 - 5. Stomper
 - 6. Thrash

CHALLENGES

- 1. Booby Trap
- 2. Electrified Fence
- 3. Hellish Traffic
- 4. Maglock
- 5. Mine Field
- 6. Security Drone
- 7. Security Guard
- 8. Security Camera
- 9. Voiceprint ID
- 10. Walk Attack

GEAR

- 1. Katana
- 2. Bio-III
- 3. Bad Lunch
- 4. Green Apple Quickmix
- 5. Luck O' The Irish

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CONTEST

• **ISRA:**

Moon-based seers who can tell the future and navigate the stars.



• **Aesculapian Order:**

Scholars based in Europe who can heal both body and mind.



• **ORGOTEK:**

An American corporation staffed by psions who can control anything electrical.



• **Ministry:**

Secretive telepaths from the Chinese government.



• **Upeo Wa Macho:**

Psions who can teleport instantly between locations.



• **NORÇA:**

South American shape shifters who consider themselves modern day Robin Hoods.



• **The Legions:**

Seven "War Dog" battalions with psychokinetic powers.



• **Chitra Bhana:**

India-based order that can manipulate nuclear forces.

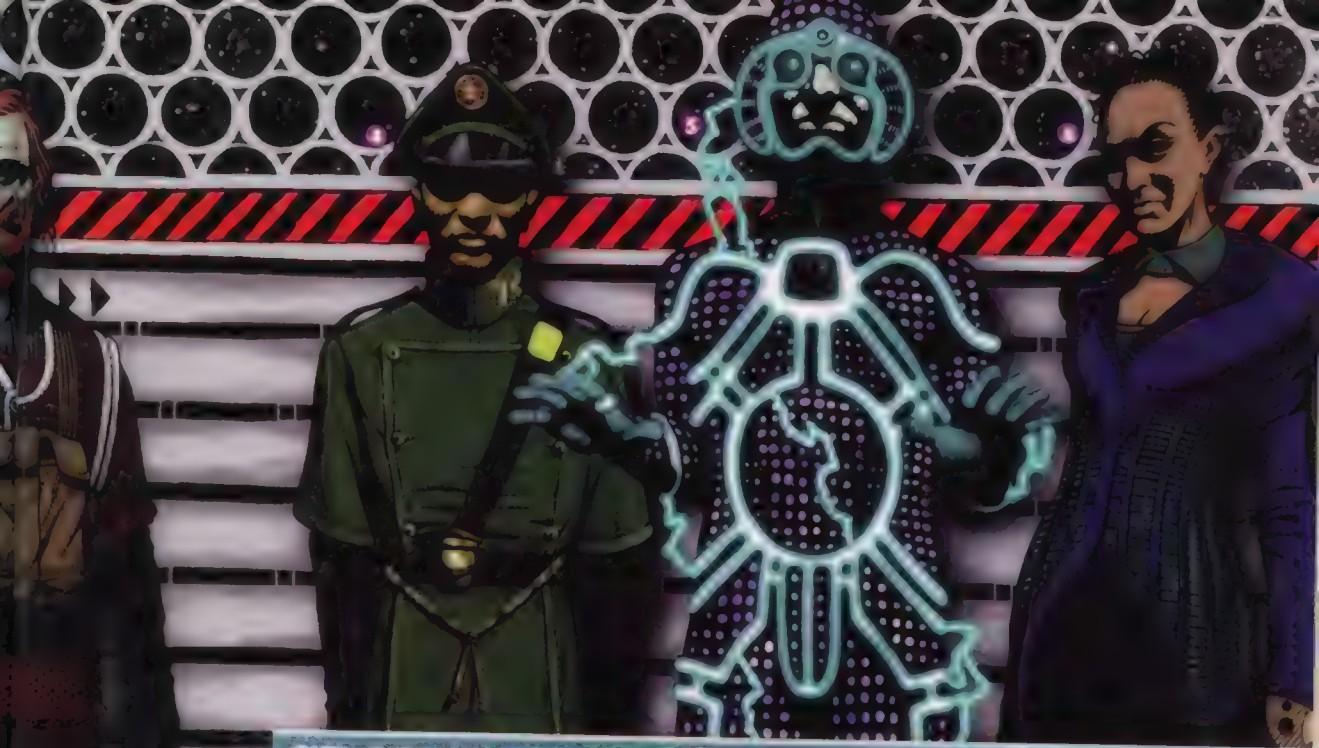


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He died at his residence on January 14, 1970, and is interred in a private cemetery in New Braunfels, Texas.



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zip

Phone Number (with area code)
Match the numbered symbol with the correct personality below

1st Personality

4th Personality:

2nd Personality:

5th Personality:

3rd Personality



The 1997 InQuest Fan Awards

Your vote counts.

You may not be old enough to vote in the presidential elections, or maybe you couldn't care less, but whether you're an expert in the gaming field or a hungry beginner, we know you love your games. It's about darn time you got to vote your conscience on what

really matters in this world—yeah, that's right, games.

So where do we come in? Well, *InQuest* has spotted a need for truly independent game awards—uninfluenced by politics—voted on by the real experts, you the fans. We want to recognize the best games of '97, and we're recruiting you to do it.

DEADLINE: Friday, January 30, 1998

WHAT'S ELIGIBLE?

You can only vote for games released in 1997. *Magic: The Gathering* may be a great game, but it can't be nominated for "Best CCG" since it came out in 1994, not 1997. You must vote once in each category except the "Hall of Fame" division, either for one of the four game-related items *InQuest* has chosen or write in your own nominations; otherwise, your ballot will be discounted. However, if you don't know any of the entries in a category, you may leave that one blank. Feel free to photocopy this ballot for your own use

or to pass along to friends. You must vote by mail, and your ballot must be postmarked no later than January 30, 1998. Winners will be announced in a future issue of *InQuest*.

HOW TO VOTE

The first 50 people to vote will each receive a mystery gift pack. (Y'know, things we've got lying around the offices like oversized Chaos Orbs, *InQuest* dice, our sisters' Barbies...) So rustle up an envelope, lick a stamp and send your ballot to:

InQuest Fan Awards

Wizard Press
151 Wells Ave.
Glenview, NY 10920

THE BALLOT

Hey, pay attention! Here are the easy-as-pie directions. Please check one box in each of the following categories:

BEST CCG

- Chron X
- Dune
- Shadowrun
- Warlords
- Write-in: _____

BEST RPG

- Blue Planet
- In Nomine
- Legend of the Five Rings
- Men in Black
- Write-in: _____

BEST BOARD GAME

- Lionheart
- Princess Ryan's Star Marines
- Seafarers (Settlers of Catan)
- Twilight Imperium
- Write-in: _____

BEST MINIATURES PRODUCT

- Epic 40,000
- Gorkamorka
- Great Rail Wars
- Moondragon
- Write-in: _____

BEST CARD GAME

- Corporate Shuffle
- Express Chess
- Fluxx
- Titan: The Arena
- Write-in: _____

BEST CCG EXPANSION

- Dagobah (Star Wars)
- Mercenaries (BattleTech)
- Time of the Void
(Legend of the Five Rings)
- Weatherlight (*Magic: The Gathering*)
- Write-in: _____

BEST RPG SUPPLEMENT

- Book of Mirrors (*Mage*)
- Charnel Houses of Europe:
The Shoah (*Wraith*)
- Delta Green (*Call of Cthulhu*)
- Domains of Dread (*AD&D*)
- Write-in: _____

FAVORITE ARTIST

- Brom
- Donato Giancola
- Pete Venters
- Phil Foglio
- Write-in: _____

FAVORITE HERO

- Akodo Toturi
(Legend of the Five Rings)
- Gerrard (*Magic: The Gathering*)
- Isaiah Morningkill
(Werewolf: The Wild West)
- Victor Steiner Davion (BattleTech)
- Write-in: _____

FAVORITE VILLAIN

- Darius Hellstromme (*Deadlands*)
- Divis Mal (*AEON*)
- Greven il-Vec (*Magic: Tempest*)
- Yogo Junzo (Legend of the Five Rings)
- Write-in: _____

COOLEST MOMENT

- Death of Dunkelzahn (*Shadowrun*)
- Dr. Van Richten's sacrifice (*AD&D*)
- Secret of Charon's shadow revealed (*Wraith*)
- Victory of the Lion Clan
(Legend of Five Rings)
- Write-in: _____

Hey, check this out! You get to ignore the directions. Please vote for your two favorite games in the next category. The top vote-getters will make it into the *InQuest* Hall of Fame.

HALL OF FAME

- Advanced Dungeons & Dragons
- Axis & Allies
- BattleTech (miniatures)
- Call of Cthulhu
- Champions
- Diplomacy
- Magic: The Gathering
- Vampire: The Masquerade

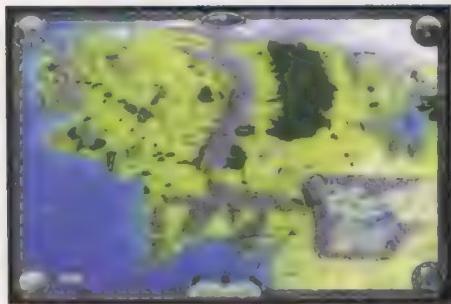
Vote and make a difference!!

TREASURE CHEST

BY SEAN MELVILLE
& RICK MASCATELLO

THE COOLEST GAMING-TABLED MERCHANDISE AROUND

MIDDLE-EARTH in PIECES



Middle-earth puzzles include "Eowyn & The Witch-king" by Angus McBride (inset), "Map of Middle Earth" by Jo Hartwig, "An Unexpected Party" by Angus McBride and "Mirror of Galadriel" by Steven Walsh.

Iron Crown Enterprises has taken some of the best paintings from its *Middle-earth* collectible card game, commissioned a few new works and turned out a series of high-quality jigsaw puzzles.

Offerings range from the stunning 1,500-piece "Map of Middle-earth" by Jo Hartwig to smaller 500-piece puzzles like "Eowyn & The Witch-king" by Angus McBride (pictured) and five others illustrating key events from *The Hobbit* and "The Lord of the Rings." These no-two-pieces-alike puzzles are just the thing when you can't round up an opponent for the *Middle-earth* CCG, RPG or *The Hobbit* boardgame.

The four 1,000-piece puzzles feature the "The Unexpected Party" also by Angus McBride, "Arwen's Choice" by Ted Nasmith and "Mirror of Galadriel" by Stephen Walsh. In addition to the Witch-king, there are also two other 500-piece puzzles, "The Way is Shut" by Ted Nasmith and "Burglar Baggins" by Donato Giancola.

Priced from \$10 to \$20, you should be able to find them at your favorite toy, hobby or gift shop. Can't find 'em? Call ICE at 800-325-0479 for a dealer near you.



Randy Bowen's "The Jimmy Legs" model

LEGEND OF JIMMY LEGGS

Sculptor Randy Bowen has been declared legally insane. We're sure there are many reasons why, but the one cited in the news release from Bowen Designs claims it's because he continually attempts to prove the ancient legend of "The Jimmy Legs."

After his call for a search party to find the monster was met with ridicule, Bowen decided to meticulously sculpt a version of The Jimmy Legs and its keeper, "The Woman from the Stars," for everyone to see.

He's making 1,000 of the sculptures available in assembled and painted form for a suggested \$130. If you want Jimmy in unassembled kit form, 500 will be available for \$90. Contact Bowen Designs at P.O. Box 220223, Dept. IQ, Milwaukie, OR 97269; <http://www.teleport.com/~bowen8r>.



MODEL MECHS

We love our *BattleTech*, Macross and Manga mech minis, but they tend to weigh a person down quickly. That's why these plastic models from Japan caught our eye. Imported by Right Stuff Distributors, these mostly snap-together models come in 1/144-, 1/100- and 1/72-scale and range in price from \$8-\$38. Among the models imported are Macross, Evangelion and some mechs that look suspiciously like they came from *BattleTech*, including the Valkyne.

Some of the 1/72-scale models actually transform into planes and the like. They are fully paintable with acrylics and oil-based paints, but prefer to be colored by any of the 19 Gundam markers available for \$4 each. Right Stuff (818-968-1333) only sells to retailers and wholesalers, but they can tell you what they have to offer and suggest a store near you.

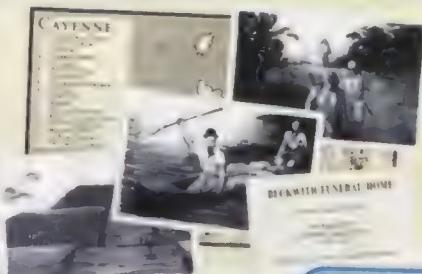


Mech models from Right Stuff

CTHULHU COOLNESS

If you liked Pagan Publishing's new *Realm of Shadows* roleplaying scenario for *Call of Cthulhu*, you're gonna want the *Realm of Shadows Player Aid Kit*, an envelope stuffed with spiffy versions of every handout in the book. For \$9 including postage, you can enhance your game and con-

tinue the long CoC tradition with realistic props like business cards, "photo" snapshots and cryptic hand-written notes. Mail-order only: RoS Kit Offer, Dept. IQ, 5536 25th Ave. NE, Seattle, WA 98105-2415.



Realm of Shadows Player Aid Kit

SWORDS & SEALS

Nicole Harsch and Mike Sakuta perform their Crossed Swords stage act at renaissance festivals around the country and make it a point to attend GenCon every year.

They also have a side business selling replica swords, dirks, maces, daggers and about any other weapon your heart desires—even Klingon bat’leth. Most of these items are reasonably priced as far as replica weapons go.

Additionally, they sell seals and sealing wax. Just the thing to spice up your games or general correspondence. There is nothing like being handed a rolled parchment with a wax seal on it to add to the air of intrigue and overall coolness. Plus, you can impress the Visa folks when you send in your credit card bill sealed with wax.

They can be reached at 770-498-3667 and written to at P.O. Box 49592, Dept. IQ, Atlanta GA 30359; e-mail: sales@swordmark.com.



A few of the wax seal designs available from Crossed Swords

A REAL BUG ZAPPER

Perhaps the funniest movie prop from 1997 is the Noisy Cricket from "Men in Black." Onscreen, this itty-bitty gun packs quite a wallop and a massive recoil. Offscreen, well, it still looks nifty.

It turns out the Noisy Cricket factory made 2,500 of these little heaters before Ralph Nader shut them down—some sort of safety problem, he says. For a mere \$295 Earth money, you can be one of the lucky few to own the favorite weapon of the universe's INS. It even comes with a certificate of authenticity—just in case you can't tell by looking, it's an exact replica of Will Smith's prop.

Available at your local comic shop. Don't know where that is? Shame on you and call the comic shop locator service at 888-Comic Book (888-266-422665).



Will Smith and the
"Noisy Cricket"

CRAFT OF WAR

Blizzard's *Warcraft* series takes a new turn with another illustrious installment: *Starcraft*. This is their first foray into sci-fi, but if their fantasy titles (*Diablo* for instance) are any indication, this one will rock like Beavis and Butt-head on qualuudes.

With three races to choose from—Zerg, Protoss and namby-pamby Terrans—this real-time 'Craft game has an extra dimension that the Orc vs. Human titles lacked. The graphics engine has been overhauled, and now, there are major visual effects such as light sources and translucent units to make the onscreen violence a bit more realistic. This \$50 toy will be ready for Christmas; Blizzard's other big deal, *Warcraft Adventures: Lord of the Clans*, an adventure game set in the Warcraft universe that was supposed to see daylight last October, won't be around until Spring 1998. Blizzard can be reached at 800-953-SNOW.



Starcraft video game

MYST II. 'NUFF SAID.

Even though *Myst* wasn't much loved by critics, it was a top seller when it came out in '94, and, unlike most games from that year, remains a top seller today, due to its appeal to "non-gamers" (whatever those are).

Of course, there's a sequel on the horizon. The creators at Red Orb Entertainment were almost original enough to call it *Riven*, but some Madison Avenue slush-ball talked them into the name *Riven: The Sequel to Myst*. *Riven* promises everything that a sequel can promise—more graphics, more puzzles, more scenes and heck, more *everything*. How much more? Well, *Myst* came on one disk and *Riven* is slated for six. You can check it out for \$55 at most computer retailers. Red Orb's web site is at www.redorb.com.



Cool scenes from *Riven: The Sequel to Myst*.

GOOFY GUARDIAN

As any fan can tell you, "Star Wars" stormtroopers are not exactly who you'd want to guard the crown jewels; heck, Princess Leia took one out with a piece of rotted wood once. Nonetheless, if you want your room watched over by the intergalactic equivalent of a Keystone Cop, \$35 gets you a Stormtrooper Room Alarm.

Outfitted with a motion detector and plastic blaster rifle, the little buckethead can detect objects moving up to four feet away. If he detects something, he'll try to scare it off with one of three sounds taken from the Star War series. At better comic and novelty shops everywhere. Call 888-Comic Book to find a comic store near you.

COOL BUT WARM

"Babylon 5" has gone from a shaky start to the most awesome sci-fi series on television. And you too can look like you belong on the set with this awesome wool/leather jacket (\$300). It's also perfect for conventions, or for just hanging out on the streets.

If you live too far south to sport a wool jacket without looking insane, you can still show your support for the series with the "Babylon 5" logo hat (\$15), a nifty black cap that looks like it could be part of the "new" uniform for B5 personnel. Hobby shops might stock something like this (or give you the option to order it), but you'll probably have to scour dealer tables at your local sci-fi/game cons.

BRING OUT YOUR DEADLANDS

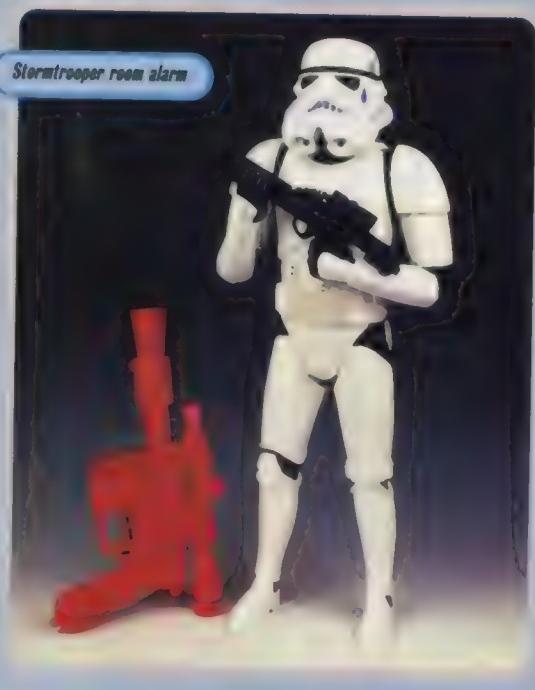
Pinnacle Entertainment Group is continuing to add to their line of peripheral stuff for the *Deadlands* RPG. First came the poker deck and music CD, and now they've got T-shirts. Their "Spaghetti with Meat" T-shirt has the artwork from the cover of the *Deadlands* rulebook and is set on a background whose color is best described as "pasty undead." Judge Dredd fans might enjoy the "I Am The Law" shirt, which has a picture of a Hangin' Judge and the *Deadlands* logo on top. Anybody think Pinnacle is making a statement about gamers by having these 100% cotton shirts only available in Large, X-Large or XX-Large?

Contact Pinnacle if you can't find 'em in your part of Dodge: 800-214-5645.

SEND US FREE STUFF

Want your gaming related merchandise featured in "Treasure Chest"? Don't just sit there, send us a copy. If your deadad/T-shirt/book/gimmick is really cool, we'll expose it to our legion of readers. Send to:

TREASURE CHEST
INQUEST NEW PRODUCTS
151 WELLS AVE.
CONGERS, NY 10920
FAX: 914-268-0053



Hunky InQuest male models Brent & Tom show off the Deadlands T's.

C O N T E S T

InQuest presents the

"What's Under the Tree?" Contest



WE WISH YOU A MERRY INQUEST!

On the twelfth day of Christmas, my true love gave to me...12 drummers drumming? What the heck do we want with drums and guys with short sticks? More like 12 gift-wrapped games. And that's exactly what you can win if you guess which presents are under our tree.

HOW TO WIN:

Read through your wish list and match 12 of the 16 items to the numbered presents pictured under the tree. Pretend it's Christmas time—you can shake each of the gifts to hear what rattles inside, you can pick each one up and feel how heavy it is, or you can just stare at 'em for a really long time and hope your gaming knowledge chimes in with the answers.

WISH LIST:

BattleTech Limited Edition starter deck

Dice Tube

Ed Beard Jr. autographed poster

Guy Gavriel Kay's *Tigana*

LSR: Time of the Void starter deck

J.R.R. Tolkien's "Lord of the Rings"

Juzam Djinn Magic card

Monopoly

Ral Partha Golden Dragon of Chaos

RoboRally

Resident Evil for the Sony Playstation

Star Wars CCG First Anthology

Titan: The Arena

Tomb Raider for the PC

Warhammer

Werewolf: The Wild West

GRAND PRIZE (1):

One lucky winner will get all 12 game items pictured under the tree, but first you have to figure out what they are.

Fill this out, attach your entry and put it an envelope. Send it to: "What's Under the Tree?" Contest, c/o Wizard Press, P.O. Box 118, Conyers, NY 10920-0118.

DEADLINE IS JANUARY 30, 1998



ENTRY FORM

The "What's Under the Tree" Contest

DEADLINE IS

JANUARY 30, 1998.

Name _____ Age _____

Address

City _____ **State** _____ **Zip** _____

- 1)
 - 2)
 - 3)
 - 4)
 - 5)
 - 6)
 - 7)
 - 8)
 - 9)
 - 10)
 - 11)
 - 12)

CARDSTOCK

Tracking trends in the card game market

Welcome as always to "Cardstock," where there's more double entendres than you can shake...well, a stick at. This month: An early warning about the *Star Wars: Cloud City* expansion set. You will fling yourself out the nearest window if you let a major character pass you by.

With *Star Wars*, the most sought after cards are—well duh, *Sherlock*—the main characters. But if you were a late bloomer to the *Star Wars CCG* you were probably out-of-luck on mainstays like Han Solo and Princess Leia. Assuming you could even find a major player, you likely had to donate blood plasma to afford it, since they price anywhere from \$30 to \$50.

Dagobah helped to solve the problem with Son of Skywalker and the mucho-popular Yoda; *Cloud City* helps even more with new, popular characters as well as experienced versions of some old favorites. Therefore, keep watch for:

- Captain Han Solo—Power level is up, piloting skill is up. Han's the same old rogue, just with more firepower.
- Princess Leia—A definite improvement. She can actually add power to a starship she pilots, and her attrition immunity level is higher. Plus, this Leia doesn't suffer from the bun hairdo.
- Boba Fett—Pity the fans. Oodles of 'em love that unimaginably popular Boba Fett guy with the really cool jammies. But until now, Fett was only available as a rare card in the *Star Wars First Anthology* set, meaning one had to shell out roughly \$32 for a set or about \$15 for a single Fett. The *Cloud City* Boba Fett helps solve the problem of supply, and his power levels rival Solo's.

Be forewarned though, since the new Boba Fett has different abilities than the old one, it may only further drive interest in the *Anthology* version, so grab it if you have the chance.

• Lando Calrissian—Poor Lando. Most people figuratively have a good and a dark side, but Lando's literally got a split personality. There's Light Side and Dark Side versions, and Lando's something of a toggle character, since Dark Side Lando can be replaced by your opponent with a Light Side Lando.

By the way, a general rule of collecting is that you should pounce on new stuff, lest it go up in price later. Still, *Cloud City* will probably mushroom *Star Wars* interest in the short term, so watch for these possible sleepers:

- Vader's Lightsaber & Anakin's Lightsaber—What is *Star Wars* without its large cutlery salesmen? Many players see these as essential slicing-and-dicing tools for their characters.
- IG-88's Pulse Cannon—Weapons aren't all-important, but they help. Plus, there's a certain bloodthirsty crowd who adore cards like these. And keep in mind that *Cloud City* could boost the bounty hunters' playability.
- Grand Moff Tarkin—He's no Vader, but he greatly enhances the Dark Jedi master and fanatics of the first movie have a certain affection for this character. Don't underestimate him.
- Bossk & Hound's Tooth—After Boba Fett, Bossk might be the most popular bounty hunter. He's best used in tandem with his ship, *The Hound's Tooth*, making interest in one fuel the other.

That's all for now, chickens. Next month, we'll look at some non-*Magic*, non-*Star Wars* games. Or maybe we'll just discuss Price Guide Manager Lars Pearson's sad love life. Heaven only knows.

WHAT'S HOT



IG-88

Cloud City could boost bounty hunters' power levels to new lethal heights. Be forewarned: of the new bounty you might have to pay to get IG-88 and others.



OBI-WAN'S APPARITION

Cloud City uncommons seem likely to trump usefulness of some *Dagobah* rares such as this one—for a lower price. Result: possible price drop hints Obi-Wan.



WHAT'S NOT

TINQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$3,600.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	1,900.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,500.00

All unlisted cards are 80% of Beta value.
Alpha errors are worth 125% of Beta value

Orcish Artillery	8.00
Orcish Onslaught	15.00

BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards are black-bordered.

Full Set (302 cards)	3,400.00
Starter Deck (60 cards)	2.00
Starter Box (10 decks)	20.00
Booster Pack (15 cards)	1.50
Booster Box (36 packs)	33.00
Unlisted Commons	7.50

■ An Elemental	4.00
★ Ancestral Recall	16.00
●Animate Artifact	3.00
●Animate Dead	3.00
■ Animate Wall	10.00
★ Anopedeon	30.00
★ Aspect of Wall	5.00
★ Bad Moon	18.00
■ Badlands	4.00
★ Banishing	24.00
■ Banquet Monolith	8.00
★ Bayou	40.00
■ Balance	4.00
★ Birds of Paradise	30.00
● Black Knight	1.00
■ Black Lotus	35.00
● Black Rose	1.00
● Black Ward	2.00
● Bog Wraith	3.00
★ Bringer of War	25.00
● Burrowing	2.00
■ Camouflage	12.00
● Castle	2.00
● Celestial Prism	2.00
● Channel	2.00
● Chaos Orb	75.00
★ Chalice	5.00
● Circle of Protection: Red	1.00
● Circle of Protection: White	1.00
● Clockwork Beast	7.00
● Cleave	15.00
★ Cockatrice	10.00
● Consecrate Land	18.00
● Conservator	2.00
● Contract from Below	8.00
● Control Magic	5.00
● Conversion	2.00
● Copper Tablet	15.00
★ Copy Artifact	20.00
● Counterspell	12.00
★ Crusade	20.00
● Crystal Rod	2.00
● Cursed Land	2.00
● Cyclopean Tomb	65.00
■ Dark Ritual	3.00
● Darkport	8.00
● Deathgrip	3.00
● Deathlace	5.00
● Demonic Attorney	8.00
● Demonic Hordes	20.00
● Demonic Tutor	20.00
● Dingus Egg	8.00
● Disenchant	3.50
■ Disintegrate	3.00
● Disrupting Scepter	20.00

■ Drain Life	1.75
● Draw Vile	4.00
★ Draw Power	9.00
● Dwarven Demolition Team	10.00
● Earth Elemental	2.50
● Earthbind	1.50
● Earthquake	10.00
● Elvish Archers	10.00
● Evil Presence	2.50
■ False Orders	5.00
★ Farmstead	8.00



TOP 10 HOTTEST CARDS

10) Vampire Tutor

Got cards? Yes, just pour your local nosferatu a tall steaming glass of AB negative and watch him fetch the spell of your dreams for you. (There is, of course, a black mana surcharge.) A little life lost pales in comparison to that game-winning card.

■ Fastbond	16.00
● Fireball	3.00
■ Five Elemental	3.00
● Flashfires	2.00
■ Force of Nature	22.00
● Forcefield	120.00
● Force	35.00
■ Fungusaur	10.00
■ Goed's Liege	12.00
■ Gauntlet of Might	118.50

TOP 10 HOTTEST CARDS

9) Cmdr. Greven II-Vec

What's the difference between Greven and Juram? Well, it looks like Juram has more stamina — no not that kind of stamina. Sure, Greven's still on the top 10 but the initial buzz is dying down now that folks have realized his drawbait is rather irritating. Sorry Greven, there's only one Juram.

■ Max Ruby	18.00
■ Max Sapphire	18.00
■ Natural Selection	40.00
■ Nether Shadow	8.00
■ Netting Imp	6.00
■ Nevenymal's Disk	30.00
■ Nightmare	25.00
■ Northern Paladin	14.00
■ Obscuro Golem	2.00
● Orcish Artillery	2.00
■ Paralyze	1.00
■ Personal Incantation	10.00
■ Pestilence	2.00
■ Phantomal Forces	2.00
■ Phantom Monster	2.00
■ Pirate Ship	9.00
■ Pyrote	40.00
■ Power Sink	3.00
■ Power Surge	8.00
■ Prodigal Sorcerer	2.00
■ Psionic Blast	30.00
■ Purge	3.50
■ Rose Dead	2.00
■ Raging River	45.00
■ Red Elemental Blast	1.00
● Red Ward	2.00
■ Regrowth	15.00
■ Resurrection	5.00
■ Reverse Damage	12.00
■ Righteousness	11.00
■ Roc of Kharadres	12.00
■ Rock Hydrus	20.00
■ Rod of Ruin	3.00
■ Rival Arachnis	39.00
■ Sandstone	4.00
■ Savannah	40.00
■ Seize the Day	15.00
■ Shambala	40.00
■ Shambala	11.00
■ Sengir Vampire	15.00
■ Shattered	2.00
■ Shattered	1.00



TOP 10 HOTTEST CARDS

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■ Obscuro Golem	2.00
● Orcish Artillery	2.00
■ Paralyze	1.00
■ Personal Incantation	10.00
■ Pestilence	2.00
■ Phantomal Forces	2.00
■ Phantom Monster	2.00
■ Pirate Ship	9.00
■ Pyrote	40.00
■ Power Sink	3.00
■ Power Surge	8.00
■ Prodigal Sorcerer	2.00
■ Psionic Blast	30.00
■ Purge	3.50
■ Rose Dead	2.00
■ Raging River	45.00
■ Red Elemental Blast	1.00
● Red Ward	2.00
■ Regrowth	15.00
■ Resurrection	5.00
■ Reverse Damage	12.00
■ Righteousness	11.00
■ Roc of Kharadres	12.00
■ Rock Hydrus	20.00
■ Rod of Ruin	3.00
■ Rival Arachnis	39.00
■ Sandstone	4.00
■ Savannah	40.00
■ Seize the Day	15.00
■ Shambala	40.00
■ Shambala	11.00
■ Sengir Vampire	15.00
■ Shattered	2.00
■ Shattered	1.00

■ Lifeforce	2.50
■ Lifelock	6.00
■ Lifelock	2.50
■ Lightning Bolt	5.00
■ Living Artifact	8.00
■ Living Lands	6.00
■ Living Wall	4.00
■ Lunner Elves	1.50
■ Lord of Atlantis	14.00
■ Lord of the Pit	20.00
■ Luna	2.50
■ Magical Hack	12.00
■ Mahabharat Djinn	20.00
■ Monarchs	7.00
■ Mono Flare	15.00
■ Mono Flare	15.00
■ Mono Vault	15.00
■ Mono Vault	15.00
■ Mind Twists	7.50
■ Max Emerald	180.00
■ Max Jet	180.00
■ Max Pearl	180.00
■ Max Pearl	180.00
■ Shivan Dragon	55.00
■ Sinkhole	15.00
■ Sinkhole	15.00
■ Slaying the Mind	10.00
■ Sol Ring	8.00
■ Sunwall	20.00
■ Sunglasses of Urza	8.00
■ Swords to Plowshares	12.50
■ Tagua	40.00
■ Tagua	1.00
■ Tagua Brosk	4.00
■ Thoughtlace	6.00
■ Throne of Bone	2.00
■ Timber Wolves	8.00
■ Time Vault	75.00
■ Time Walk	225.00
■ Timewaster	150.00
■ Tropical Island	40.00
■ Tsunami	2.00
■ Tundra	40.00
■ Tunnel	2.00
■ Two-Headed Giant of Faery	55.00
■ Underground Sea	40.00
■ Utihon Troll	2.50
■ Verduran Enchantress	8.00
■ Vesuvian Deppinger	35.00
■ Veteran Bodyguard	18.00
■ Volcanic Eruption	10.00
■ Volcano Island	40.00
■ Wall of Air	2.00
■ Wall of Bone	2.00
■ Wall of Brambles	2.00
■ Wall of Fire	2.00
■ Wall of Ice	2.00
■ Wall of Stone	2.00
■ Wall of Swords	2.00
■ Wall of Water	2.00
■ Wanderlust	2.00
■ Warp Artifact	6.00
■ Water Elemental	2.50
■ Web	9.00
■ Wheel of Fortune	25.00
■ White Knight	5.00
■ Will-O'-the-Wisp	18.00
■ Winter Orb	15.00
■ Wooden Sphere	2.00
■ Word of Command	65.00
■ Wrath of God	35.00
■ Zombie Master	10.00

UNLIMITED EDITION

WIZARDS OF THE COAST - 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	\$2,350.00
Starter Deck (60 cards)	185.00
Starter Box (10 decks)	1,700.00
Booster Pack (15 cards)	110.00
Booster Box (36 packs)	2,750.00
Unlisted Commons	.50
■ Air Elemental	1.50
■ Ancestral Recall	150.00
■ Animate Artifact	1.00
■ Animate Dead	1.00
■ Animate Wall	3.00
■ Ark of Meshra	3.00
■ Annopedeon	8.00
■ Aspect of Wall	5.00
■ Bad Moon	7.00
■ Badlands	18.00
■ Balance	6.00
■ Basin Monolith	4.00
■ Bayou	18.00
■ Berserk	35.00
■ Beds of Paradise	8.00
■ Black Knight	2.00
■ Black Lotus	275.00
■ Black Visa	2.00
■ Black Ward	1.00
■ Blaz of Glory	35.00
■ Blessing	5.50
■ Blue Ward	1.00
■ Bog Wraith	1.00
■ Bringer of War	12.00
■ Burrowing	1.00
■ Camouflage	8.00

Key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

■ COMMON ■ UNCOMMON ■ RARE

JANUARY 1994

101

The logo consists of the letters 'TQ' in a stylized, orange-yellow font with a drop shadow. Below 'TQ' is the word 'price guide' in a smaller, black, sans-serif font.

• Castle	1.50
• Celestial Prism	1.00
• Chalice	1.00
Choos Orb	50.00
• Cheshire	2.00
• Clockwork Beast	3.00
• Clone	8.00
• Constrict	6.00
• Constrict Land	15.00
• Conservator	1.00
★ Control From Below	5.00
• Coastal Magic	2.00
• Conversion	1.00
• Copper Tablet	7.00
• Copy Artifact	10.00
• Counterspell	2.50
• Crustade	7.00
• Crystal Pod	1.00
• Cursed Land	1.00
• Cyclopean Tomb	55.00
• Darkport	5.00
• Deathstrip	1.00
• Denitise	2.00
• Demonic Attorney	6.00
★ Demonic Hordes	15.00
• Demonic Tutor	7.00
• Design Egg	5.00
• Disruptor Scepter	3.50
• Dragon Whelp	2.00
• Draw Power	5.00
• Devastator Demolition Team	8.00
• Earth Elemental	1.00
• Earthland	1.00
★ Earthquake	5.00
• Evil Archers	5.00
• Evil Presence	1.00
• Felid Orders	4.00
• Feminized	6.00
★ Foothold	6.00
• Feedstock	1.00
• Fine Elemental	1.00
• Flingshot	1.00
• Force of Nature	10.00
• Fortified	9.50
• Fork	25.00
• Fungusaur	8.00
★ Gates of Siege	8.00
• Gauntlet of Might	95.00
• Glitter of Urza	1.00
• Goon	1.00
• Goblin Balloon Brigade	1.00
★ Goblin King	9.00
• Gravite Gargoyle	12.00
• Green Ward	1.00
• Guardian Angel	5.0
• Heart of Chatzuk	3.50
• Hive	5.00
• Howling Mine	7.50
• Hurricane	1.00
• Hypnotic Specter	3.00
• Ice Staff	18.00
• Ice Manipulator	35.00
• Illusionary Mask	35.00
• Inert Energy	1.00
• Invisibility	6.00
• Iron Star	1.00
• Isonok Sanctuary	3.00
• Ivory Cup	1.00
• Jade Monolith	3.00
• Jade Statue	15.00
• Jayemdae Tome	5.00
• Juggernaut	6.00
• Karmic	1.50
• Keldan Warlord	2.00
• Kormus Bell	4.00
★ Kudzu	6.00
• Lance	4.00
• Ley Druid	1.00
• Library of Long	1.00
★ Lich	45.00
• Lifeforce	1.00
• Silence	3.00
• Lifetap	1.00
• Living Artifact	4.00
• Living Lands	4.00
• Living Wall	4.00
• Mind Eraser	1.00
• Mox Emerald	1.00
• Mox Jet	1.00
• Mox Pearl	1.00
• Mox Ruby	1.00
• Mox Sapphire	1.00
★ Natural Selection	1.00
• Nefaria Shadow	1.00
• Netting Trap	1.00
• Neverviral's Desk	1.00
★ Nightmare	1.00
• Obsidian Bohem	1.00
• Old Artillery	1.00
• Grand Enclosure	1.00
• Personal Invasion	1.00
• Phantasma Forces	1.00
• Phantom Monster	1.00
• Pinstripe	1.00
★ Plateau	1.00
• Power Surge	1.00
• Poxstar Blast	1.00
• Purifire	1.00
★ Raging River	1.00
• Red Ward	1.00
• Regrowth	1.00
• Resurrection	1.00
• Revenue Damage	1.00
• Righteousness	1.00
★ Rock Kher Ridges	1.00
• Rock Hydro	1.00
• Red at Rain	1.00
★ Royal Assassin	1.00
• Sacrifice	1.00
★ Savannah	1.00
• Savannah Lions	1.00
• Scavenging Ghoul	1.00
★ Scrabbland	1.00
• Sedar Troll	1.00
• Senior Vampire	1.00
• Serene Angel	1.00
★ Shivan Dragon	1.00
• Shimuram	1.00
• Snarehole	1.00
• Sizar's Call	1.00
• Sleight of Mind	1.00
★ Smoke	1.00
• Sox Ring	1.00
• Soul Net	1.00
• Stasis	1.00
• Steel Armact	1.00
• Stone Giant	1.00
• Sunglasses of Uliza	1.00
• Sunswell to Plowshares	1.00
★ Taige	1.00
• Thrice-Botisk	1.00
• Thoughtse	1.00
• Throne of Bone	1.00
★ Timber Wolves	1.00
• Time Vault	1.00
• Time Walk	1.00
• Time-waster	1.00
★ Tropic Island	1.00
• Tsionom	1.00
• Tundra	1.00
• Turbine	1.00
★ Two-Headed Giant	1.00
• Underbound Sea	1.00
• Unkind Troll	1.00
★ Verdurous Enchantress	1.00
• Vesuvian Spaggering	1.00
• Veteran Bodyguard	1.00
• Vok and Uzphon	1.00
★ Volcanic Island	1.00
• Wall of Air	1.00
• Wall of Bone	1.00
• Wall of Brambles	1.00
• Wall of Fire	1.00
• Wall of Ice	1.00
• Wall of Stone	1.00
• Wall of Swords	1.00
• Wall of Water	1.00
• Warhost	1.00
★ War Anoint	1.00
• Water Elemental	1.00
• Web	1.00
★ Wheel of Fortune	1.00

19	Lord of Atlantis	7.00	White Knight	1.25
	Lord of the Pit	11.00	Whit-Ward	1.00
	Lure	2.00	Will-O-The-Wisp	7.00
	Magical Hock	6.00	Winter Orb	5.00
	Mothering Dynn	8.00	Wooden Sphere	1.00
	Wong Flare	6.00	Word of Command	40.00
	Wone Short	5.00	Wrath of God	8.00
	Wone Vault	5.00	Zombie Master	6.00

REVISED EDITION

WIZARDS OF THE COAST 1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00
Starter Deck (60 cards)	25.00
Starter Box (10 decks)	210.00
Booster Pack (.15 cards)	8.50
Booster Box (36 packs)	250.00

All unlisted cards are worth the same as Unlimited.

ALL UNPAID TUITION AND FEES ARE DUE BY APRIL 1.

★ Aladdin's Lamp	3.00
★ Aladdin's Ring	2.00
★ Armageddon Clock	2.00
★ Badlands	14.00
● Basalt Monolith	2.50
★ Beyond	14.00
★ Berls of Paradise	7.00
● Bottle of Suleiman	2.50
● Brass-Man	.75
● Clone	6.00



TOP 10 HOTTEST CARDS

8) Birds of Paradise

The onset of five color green decks makes this parakeet of power a hot seller. Essentially it's a floating point of colored mana for one green; the fact that it's also a 0/1 flyer is incidental. It's making many players say "Man, I *love* P1."

★ Contract From Below	4 00
● Crimson	1 00
● Desking Scimitar	3 00
★ Demonic Attorney	4 00
★ Demon Hordes	12 00
● Demonic Tutor	4 00
● Desert Twister	2 00
● Dragon Engine	1 50
● Dwarven Weaponsmith	1 50
● Ebony Horse	3 00
★ E-Hoja	3 00
● Energy Flux	50
Eye for an Eye	4 00
Flyer, Carpet	3 50
● Hurky's Recall	3 00
● Islands For Jescchus	3 00
Jadon's Ring	4 00
Jadon's Saddlesbags	3 00
● Kadi'ape	50
★ Magnetic Mountain	3 00
● Mage Djinn	5 00
Miststone	6 00
Misho's War Machine	3 00
● Oniute	2 00
● Ornithopter	50
★ Plateau	14 00
★ Primal Clay 2.00
● Rock, The 1.50
★ Rocket Launcher	.. 5.00
★ Savannah 14.00
★ Scotland 14.00
★ Serendib Efreet	.. 8.00
Shatterstorm 3.00
Sol Ring 5.00

★ Sorceress Queen	5 00
★ Targa	14 00
★ Titanic's Song	2 00
★ Tropical Island	10 00
★ Tundra	14 00
★ Underground Sea	14 00
★ Volcano Island	14 00

FOURTH EDITION

Cards contain a copyright date beneath

the artist's name on the front of the card.	
Full Set (378 cards)	\$255.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	75.00
Booster Pack (15 cards)	2.75
Booster Box (136 packs)	85.00
Unlisted Commons	25
Unlisted Uncommons	75

● Air Elemental	1.00
● Aladdin's Lamp	3.00
● Aladdin's Ring	3.00
● Angry Mob	1.00
● Animite Wall	2.00
● Ankhs of Mithra	2.50
● Armageddon	6.00
● Armageddon Clock	3.00
★ Aspert of Wolf	3.00
★ Bad Moon	6.00
● Balance	4.00
● Bell Lighting	8.00
★ Birds of Paradise	6.00
● Black Mana Battery	3.00
● Blessing	4.00
● Blue Mana Battery	2.00
● Bottle of Suleiman	2.00
● Bronze Tablet	2.50
● Crimson Ants	3.00
★ Chooplate	1.50
● Circle of Protection: Artifact	1.00
● Clockwork Avian	4.00
● Clockwork Beast	3.00
★ Cockatrice	4.50
● Coercion of Sardia	5.00
● Control Magic	1.00
● Coral Helm	2.00
● Cocaine Howser	3.00

•	Cosmic Motive	5.00
•	Counterspell	1.50
★	Crimson Monarch	3.00
•	Crusade	6.00
•	Dancing Shaman	3.00
★	Deathlace	2.00
•	Dingus Egg	3.00
•	Disrupting Scepter	3.00
○	Divine Transformation	1.50
•	Dragon Engine	1.00
•	Draim Power	4.00
★	Earthquake	4.00
•	Ebony Horse	2.00
★	El-Hajjaq	3.00
•	Elder-Land Worm	4.00
•	Ehshai Archers	3.00
•	Eye for an Eye	3.00
•	Fellwar Stone	2.00
•	Flying Carpet	3.00
•	Force of Nature	7.00
•	Fungusaur	3.00
•	Goro's Liege	4.00
★	Goblin King	4.00
•	Greed	2.50
•	Green Mana Battery	3.00
•	Helmet of Chatzuk	2.00
•	Hive, The	3.50
•	Howling Mine	7.00
•	Hurly's Recall	2.00
★	Hurr Jackal	2.00
●	Hypnotic Specter	2.00
★	Inferno	3.50
•	Island Fish Jaszonus	2.50
•	Island Sanctuary	2.50
•	Ivory Tower	4.00
•	Jade Monolith	2.00
•	Jondor's Saddlebags	2.00
•	Jayavaradee Tome	3.00
●	Killer Bees	4.00
○	Kismet	1.50
•	Kormus Bell	2.00
•	Land Tax	5.00
•	Leviathan	5.00
★	Lifelike	1.50
•	Living Artifact	2.50
★	Living Lands	2.50
•	Lord of Atlantis	5.50
★	Lord of the Pit	6.00
•	Magical Hack	5.00

★ Magnetic Mountain	2.00
★ Merchant Djinn	6.50
★ Mana Clash	3.00
★ Mana Flare	5.00
★ Mana Short	4.00
★ Mana Vault	3.00
★ Mandibots	3.00
★ Monk Tone	3.00
★ Millstone	5.50
★ Milk Twist	4.00
● Mishra's Factory	5.00
● Mishra's War Machine	2.00
★ Nether Shadow	3.00
● Nevynnral's Disk	6.00
★ Nightmare	8.50
● Northern Paladin	5.00
● Oracle	2.00
● Personal Incarnation	4.00
● Pirate Ship	2.50
★ Power Surge	2.50
● Primordial Clay	2.00
● Psionic Entity	3.00
● Pureorce	2.00
● Rodan Spirit	7.50
★ Rag Man	3.50
● Rebirth	3.00
● Red Mana Battery	3.00
● Reverse Damage	4.00
★ Royal Assassin	3.50
● Sarcophagus Lions	12.50
● Señor Vampire	4.00
● Sems' Anger	6.00
★ Shrine Dragon	15.00
● Sleight of Mind	4.00
★ Smoke	2.50
● Sorceress Queen	4.00
● Spell Link	4.00
● Status	4.00
● Strip Mine	5.00
● Sunglasses of Urza	3.00
● Swords to Plowshares	1.00
★ Sylvan Library	5.00
★ Tempest Effect	3.00
● Tetraurus	5.00
● Thoroughfare	2.00
● Timber Wolves	3.00
● Time Elemental	8.00
● Titania's Song	2.00
● Triskelion	4.00
● Uro's Avenger	6.00
● Verduran Enchantress	3.00
● Volcano Eruption	2.50
● Warp Artifact	2.00
● Web	2.50
● White Mana Battery	2.00
● Will O' The Wisp	4.50
★ Wings of Change	3.00
● Winter Orb	5.00
● Wrath of God	7.00
★ Xeric Poltergeist	2.00
★ Zombie Master	3.00

FIFTH EDITION

WICKEDS OF THE EAST 1997

Full Set (449 cards)	365.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00
Commons	10
● Abbey Gargoyles	5.00
● Abyssal Spawner	1.00
★ Adurkar Wastes	5.00
● Aether Storm	7.50
● Air Elemental	5.00
● Akron Legionnaire	3.00
● Aladdin's Ring	2.00
● An Havva Constable	3.00
● Angry Mob	5.00
● Animatic Deed	5.00
● Animotic Wall	2.50
● Alexa al Muhrat	4.00
● Ant Magic Aura	5.00
● Arenson's Auto	5.00
● Armageddon	5.00
● Ashes to Ashes	2.5
● Ashnod's Altar	7.5
● Aspect of Wolf	3.50
● Atog	5.00
● Azure Drake	7.5
● Bad Moon	5.50
● Bad Lightning	7.50
● Bart's Cage	2.00



TOP 10 HOTTEST CARDS

7) Reflecting Pool

By itself, the Reflecting Pool is kinda shallow... if it's your only land in play you might as well have a Seafarer's Quay. It's true depth is revealed once you give it a partner like the City of Brass. Suddenly you can tap for any color of mana you want without taking that nasty penalty point.

● Crystal Rod	5.00
● Cursed Land	5.00
★ Dance of Many	3.00
★ Dancing Scimitar	2.00
● Demigrip	7.5
● Deflection	8.00
★ Derelor	3.50
● Desert Twister	5.00
● Detonate	5.00
● Dual-Headed Machine	5.00
- Duvel's Egg	2.50
● Disrupting Scepter	3.00
● Divine Transformation	1.00
● Dragon Engine	2.00
● Draw Power	4.00
● Dust to Dust	5.00
● Dwarrow Catalog	7.5
● Dwarrow Hold	3.50
● Dwarrow Pains	5.0
★ Earthquake	3.00
● Ebzan Stronghold	5.0
● Elder Druid	4.00
● Elfin Battle	3.50
● Elven Riders	1.00
● Elvish Archers	3.00
● Energy Flux	2.5
● Eye of Orms-by-Gore	1.50
● Evil Presence	5.0
● Eye for an Eye	3.00
● Fallen Angel	1.50
● Feedback	2.5
● Feudin's Cane	1.00
● Felwar Stone	1.00
● Fenoz's Ban	2.00
● Fire Drake	7.5
● Flame Spirit	7.5
● Flashfires	5.00

WENT UP

WENT DOWN

HEAVILY TRADED

● Flying Carpet	2.50
★ Force of Nature	5.00
● Forget	3.00
● Fountain of Youth	7.5
● Fungus	3.50
● Fyndhorn Elder	5.0
★ Game of Chaos	3.00
● Gauntlets of Chaos	3.00
● Gauntlet Wall	1.50
● Glasses of Urza	2.5
● Golem	5.0
● Goblin King	4.00
● Goblin Warrens	3.50
● Greater Realms	2.00
● Greater Waterwolf	5.0
● Havenwood Battleground	1.00
● Heistman	4.00
● Heart of Chazuk	2.50
● Hive Tie	3.00
● Hollow Trees	2.50
● Howling Mine	6.00
● Hunt's Recall	3.00
● Hull-o-mine	7.5
● Hydroblast	5.0
● Icking Phantoms	7.5
● In the Stacks	2.50
● Keton Town	3.00
● Ice Floe	7.5
★ Inferno	4.00
● Infinite Hourglass	3.25
● Infusion Energy	7.5
● Iron Star	7.5
● Ironclaw Curse	2.00
● Ironclaw Sanctuary	2.50
● Ivory Cup	7.5
● Ivory Guardians	5.0
● Jade Monolith	2.00
● Jaded Tome	3.50
● Jester's Saddlebags	2.50
● Jester's Tome	4.00
Jester's Cap	10.00
● Jettison Wurm	5.0
● Jettups	5.00
● Jovens' Tools	7.5
● Justice	7.5
● Juxtapose	2.00
● Karmic	5.0
★ Korfu Forest	4.50
● Kurion Ward	7.5
● Kutter Bees	2.00
● Kyste	1.00
Kylezian Royal Guard	4.50
● Kuz-Juan Captain	7.5
● Knight of Stromgold	7.5
● Leshen's Rite	2.5
● Lev'yan	4.00
● Lhugoyf	5.00
● Library of Long	7.5
● Lifeforce	7.5
● Lifetop	7.5
● Living Artifact	2.00
● Living Lands	2.00
● Lord of Atlantis	4.50
● Lord of the Pit	5.50
● Lure	5.0
● Magical Rock	3.00
● Magus of the Unseen	3.00
● Mana Clash	7.00
● Mana Flare	4.00
● Mana Vault	3.00
● Mandibots	2.50
● Mantle	3.00
● Mantone	4.00
● Mind Bomb	2.5
● Mind Warp	7.5
● Mind Worms	5.0
● Necropotence	5.50
● Nether Shadow	3.50
● Nevynnral's Disk	5.00
● Nightmare	8.00
● Obey or Undoing	3.00
● Orcish Artillery	5.0
● Orvin Kastan	5.0
● Orcish Onslaught	5.0
● Order of the Sacred Torch	3.00
● Order of the White Shield	7.5
● Orgg	2.50
● Orrinopter	2.5
● Pentagram of the Ages	4.00
● Personal Incarnation	4.00
● Phantasmal Forces	5.0
● Phantom Monster	5.0
● Pirate Ship	3.00
● Power Sink	2.5
● Prime Clay	2.00
● Primal Order	5.00



TOP 10 HOTTEST CARDS

6) Lotus Petal

Yes folks, a common has made it on to the Top 10! The Lotus Petal is a one-shot Max of the color of your choice, and that's enough to make people actually seek out a card that's more likely to show up in a booster than any other on this list. The very definition of hot.

★ Sorceress Queen	4.00
● Soul Net	.50
● Split Link	2.00
● Stasis	4.00
● Steel Artifact	5.0
● Stone Giant	5.0
● Stone Spirit	5.0
● Striped Lobel	4.00
★ Sulfrurous Springs	4.50
● Sylvan Temple	.50
● Sylvan Library	.50
● Townos's Weaponry	.50
● Thicket Boilisk	.50
● Throne of Bone	.75
● Tidal Putziner	.50
● Time Bomb	4.00
● Time Elemental	5.50
● Titania's Song	3.00
● Truce	2.50
● Turnip	.50
★ Underground River	4.50
● Untamed Wilds	.50
● Uzla's Avenger	4.00
● Union's Bauble	.50
● Verduran Enchantress	3.00
● Wall of Air	.50
● Wall of Bone	.50
● Wall of Brambles	.50
● Wall of Fire	.50
● Wall of Stone	.50
● Wall of Swords	.50
● Wonderlust	.50
★ Wong Artifact	2.50
● Whirling Dervish	1.50
● White Knight	1.00

TQ

price guide

Wind Spirit	.50
Winds of Change	3.00
Winter Bells	.50
Winter Orb	3.50
Wolverine Pack	.50
Wooden Sphere	.50
Word of Blasting	.50
Wrath of God	6.00
Wretched, The	4.50
Wyluk Wolf	3.00
Xonic Poltergeist	2.50
Zombie Master	4.00
Zur's Weirding	4.00

ARABIAN NIGHTS

Full Set (100 cards)	\$850.00
Booster Pack (15 cards)	7.00
Booster Box (60 packs)	3,800.00
Unlisted Commons	50

Abu Ja far	8.00
Absolute	12.00
Aladdin's Lamp	6.00
Aladdin's Ring	6.00
All Babes	6.50
All from Cairo	85.00
Army of Allah	6.00
Bazaar of Baghdad	19.00
Battle of Suleiman	6.00
Beast Man	3.00
Beast	2.50
City in a Bottle	22.00
City of Brass	25.00
Cyber	6.00
Dancing Seminar	6.00
Desert	4.00
Desert Nomads	3.00
Desert Twister	4.50
Diamond Valley	68.00
Drop of Honey	42.00
Egyptian Horse	8.00
El Mopal	6.00
Elephant Graveyard	28.00
Erlinum Djinn	27.50
Eye for an Eye	5.50
Flying Carpet	6.00
Flying Man	5.00
Guardian Beast	55.00
Hair World	3.00
High Street	30.00
Huge Jell'ous	6.00
Island of Wak-Wak	42.00
Jondor's Ring	6.00
Jondor's Saddlebags	6.00
Jeweled Bind	6.00
Jihad	45.00
Junun Efreet	11.00
Kazum Djinn	155.00
Khabal Ghoul	37.50
King Solomon	18.50
Kirk Ape	3.00
Library of Alexandria	90.00
Magnetic Mountain	6.00
Merchant Ship	8.00
Metamorphosis	2.00
Maje Djinn	8.00
Mawin Cavally	4.00
Mountain	5.00
Oasis	4.00
Old Men of the Sun	38.00
Oubliette	5.00
Panoramic	25.00
Rebelion Blacksmith	4.00
Ring of Ma'raf	36.00
Ruth Egg	10.00
Sabot of Abdallah	9.00
Serendip Djinn	28.00
Serendip Efreet	30.00
Shahzad	27.00
Shest	5.00
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Stone-Trowing Devils	5.00
Wyluk Wolf	5.00

★ Yowen Efreet

10.00

ANTIQUITIES

WIZARDS OF THE COAST - 1994

Full Set (100 cards)	\$300.00
Booster Pack (8 cards)	20.00
Booster Box (60 packs)	850.00
Unlisted Commons	.25

Argonian Archaeologist

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Argonian Trefolk

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Armageddon Clock

4.00

Artifact Block

1.00

Artifact Possession

.50

Artifact Ward

1.00

Ashrod's Ashin

2.50



Bury all creatures.

TOP 10 HOTTEST CARDS

5) Wrath of God

Ring around the rosy

Creatures start to grow, see

Two white, two not,

All fall down!

(What do you want for \$3.99, Cole Porter?)

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● Ashrod's Transmogrify	2.00
■ Atog	1.00
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■ Draht's Restoration	1.00
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■ Millstone	4.00
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■ Oracle Mechanics	1.00
■ Ornithopter	1.00
■ Phyre von Gremius	4.00
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● Powerbeam	3.00
■ Priest of Kragmorth	1.00
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● Rakalite	2.00
■ Reincarnation	1.00
■ Reverse Polarity	1.00
■ Rocket Launcher	4.00
■ Sage of Lat'Nam	1.00
■ Shapechanger	6.00

★ Shattered Storm

6.00

● Staff of Zegon

1.00

● Strip Mine

10.00

● Strip Mine: Sky Picture

10.00

● Sun-Chi

5.00

● Tailor of Epyrr

1.00

● Townes's Coffin

22.00

● Townes's Wand

2.00

● Townes's Weaponry

2.50

● Tuvava

8.50

● Totemic Song

3.00

● Transmute Artifact

3.00

● Tuskavore

8.00

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● Ultra's Blaster

1.00

● Ulzz's Alter

7.00

● Wall of Spears

2.00

● Wreckstone

3.50

● Xeric Pallerest

3.50

● Yawgmooth Demon

10.00

● Equinox

2.00

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2.00

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8.00

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8.00

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12.00

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50

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20.00

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● Glypt of Life

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● Glypt of Reincarnation

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● Great Nut

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● Gw-dim Di Corri

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● Hand of the Devil

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● Khneumon Drud

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● Jade Bored

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● Jedi Openen

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● Jerred of the Closed Fist

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● Kumat

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Toxic	4.00
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Torven Van-Urssus	4.00
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Walls of Intrigue	1.00
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White Mana Battery	5.00
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Woods of Orange	6.00
Winter Blizz	8.00
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Wretched, The	18.00
Xim Axion	10.00
Zephyr Falcon	1.00

THE DARK**WIZARDS OF THE COAST - 1994**

Full Set (119 cards)	\$150.00
Booster Pack (8 cards)	6.75
Booster Box (60 pcards)	360.00
Unlisted Commons	25

Amnesia	5.00
Angry Mob	3.00
Apprentice Wizard	3.00
Ashes to Ashes	5.00

**TOP 10 HOTTEST CARDS****1) Pain Lands**

Sometimes love hurts. Players are loving the new cross color pain lands like Caldera Lake, Pine Barrens and Salt Flats, which help to make multicolor decks more and more viable. This, of course, doesn't apply to all lands that hurt: Ancient Tomb, for example.

Bull Lightning	11.00
Burnt	2.00
Burnt Cage	4.00
Burnt Moon	7.00
Burnt of the Martyr	2.00
Burnt Faze	1.00
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Blitz of Fire	1.00
Cave People	1.00
City of Shadows	3.00
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Cloud of Many	3.50
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Dark Sphere	2.00
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Eye of Eve	1.00
Elves of Deep Shadow	2.50
Ember Flame	4.00
Fearist	7.00
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Fallower Stone	3.00
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Fire Drake	1.00
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Fountain of Youth	1.50
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Mana Clash	4.00
Mana Control	4.00
Mani Goblins	2.5
Martyr Cry	5.00
Maze of Ith	10.00
Mantis Assassin	5.00
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Nestlings	1.50
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Orc General	1.50
Oracle of the Woods	2.00
Prayer	12.00
Psyche Allergy	5.00
Putrefy	4.00
Reckoning Mirror	2.50
Rewind	2.00
Safe Haven	4.00
Saints Row	3.00
Savage Bandits	5.00
Snowball Hug	1.50
Soul of the Witch	4.00
Soul of the Flame	1.50
Soul of the Sun	4.00
Sorrow's Path	2.50
Southern Shores	2.00
Star of Justice	1.50
Stone Calendar	6.00
Tangle King	1.00
Tassadar's Crusade	1.50
Tainted Crypt	1.00
Tower of Strength	1.00
Trotter	5.50
Dark Tuan	3.00
Ward of Ith	2.50
War Burge	2.50
Water Worm	2.5
Wingwall	1.00
Witchfire	4.00
Worms of the Earth	4.00
Wormwood Trefolk	4.00

ICE AGE**WIZARDS OF THE COAST - 1995**

Full Set (363 cards)	\$225.00
Starter Deck (60 cards)	8.00
Storage Box (7 decks)	75.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	85.00
Unlisted Uncommons	25
Unlisted Uncommons	75

River Medfolk	3.00
Ruin of Trolgor	1.00
Saint Silos	3.00
Sorcerer	1.00
Soul Exchange	.75
Spirit Shield	2.00
Syrian Temple	1.00
The Fair Curse	2.00
Thief Monk	2.50
Thrill Champion	4.00
Tsunami's Gate	2.00
Vadalan Knights	4.00
Vadalan War Machine	3.00
Zeyan Sword	2.00
★ River Medfolk	3.00
★ Ruin of Trolgor	1.00
★ Saint Silos	3.00
★ Sorcerer	1.00
★ Soul Exchange	.75
★ Spirit Shield	2.00
★ Syrian Temple	1.00
★ The Fair Curse	2.00
★ Thief Monk	2.50
★ Thrill Champion	4.00
★ Tsunami's Gate	2.00
★ Vadalan Knights	4.00
★ Vadalan War Machine	3.00
★ Zeyan Sword	2.00
● Abyssal Specter	1.00
● Admire Sentinel	.75
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● Align of the Week	3.00
● Aggression	.75
● Alter of Bone	3.00
● Amulet of Doaz	2.00
● Anurity	1.50
● Arctur's Sleigh	.75
● Azul - The Stoic	5.00
● Blinking Spirit	6.25
● Blizzard	3.00
● Brand of Ill Omen	4.00
● Brimstone	5.50
● Call to Arms	4.00
● Caribbean Range	4.00
● Centaur Sword	3.00
● Chaos Lord	3.00
● Chaos Moon	2.00
● Chicanery Armor	3.50
● Crown of the Ages	5.00
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● Deflection	13.00
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● Justice	2.00
● Karpaison Forest	5.50
● Karpaison Yeh	4.00
● Kev-Jonon Knight	2.00
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● Lajin - K'Shyrnild	1.00
● Krovikan Vampire	2.50
● Land Cap	3.00

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price guide

★ Lava Tubes	3.00
★ Lhunyoy	7.00
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■ Moon Willow	3.00
■ Mirror of Leshroc	6.00
■ Munition of Tewesh Szat	5.00
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Mountain Titan	3.00
■ Mudslide	3.00
Musivian	4.00
Mystic Night	3.00
Natural Singularity	4.00
■ Necropotence	7.00
■ Oath of Lum-Döl	4.00
■ Orcish Librarian	3.00
■ Orcish Squatters	5.00
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Pride Bears	3.00
Pentagram of the Ages	5.00
Prairie Krakken	8.00
★ Prow	4.50
Pygmy Allosaurs	3.00
Pyroclasm	1.50
■ Quality Twist	3.25
■ Recursion	3.00
Ritual of Subduo	4.00
■ Rivet Deltis	4.00
Ruined Arch	3.50
■ Shield of the Ages	7.50
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Sibiant Spirit	5.00
Skeleton Ship	5.00
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Snowblind	2.50
Soldene Golam	3.00
Soldene Surokum	7.5
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Spaols of War	4.50
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Storm Spirit	4.00
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■ Sunfurst Springs	5.50
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Thermekist	1.50
Timberline Ridge	3.00
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■ Urza's Babble	0.75
Veldt	3.50
Vexing Aranix	5.50
Vibrating Sphere	3.00
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Zur's Weirding	5.00
Zurion Orb	3.00

CHRONICLES

WIZARDS OF THE COAST 1995

Full Set (125 cards)	\$85.00
Booster Pack (12 cards) ...	2.00
Booster Box (45 packs) ...	80.00
Unlisted Commons	25
Abu la'far	1.00
Akron Legionnaire	2.50
Alakid	3.50
Angelic Voices	5.00

Arcades Sabbath	5.00
Arena of the Ancients	2.50
Axebolt Gunison	3.00
Ayatolic Tanalot	2.00
Azur Drake	75
■ Banshee	75
■ Bart's Cage	2.00
Beasts of Bogardan	75
■ Blood of the Martyr	4.00
Bloot Moon	1.00
Book of Rass	2.00
Bronze Horse	5.00
Chronium	5.00
■ City of Brass	7.50
Cocoon	75
Concordant Crossroads	4.00
Crow-Giant	1.50
■ Cyanote	2.00
Dakim Blockblade	6.00
■ Dance of Many	2.50
Entertainment Alteration	75
Erbano Djinm	4.00
■ Fallen The	75
Fallen Angel	3.00
Felton's Cone	1.00
Fire Drake	75
Gabriel Angelfire	4.00



TOP 10 HOTTEST CARDS

3) Hammer of Bogardan

The Hammer seems to have been a test run for the buyback ability. Its huge popularity must have shown WotC that players don't mind paying big mana costs for the chance to play a card again. If you like cards like Corpse Dance and Whispers of the Muse, you might have the Hammer to thank.

■ Gauntlets of Choos	3.00
■ Goblin Artisans	75
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■ Horn of Deafening	2.50
■ Ivory Guardians	75
■ Jolani Tome	2.00
■ Jeweled Bird	2.00
Johan	4.00
■ Juxtapose	3.00
Koi Takahashi	1.00
■ Land's Edge	5.00
Martellus Elsdrogan	25
Nebuchadnezzar	5.00
Nicol Belos	5.00
■ Obelisk of Undoing	3.00
Palladio Mors	5.00
Petra Sphinx	3.00
■ Primordial Glaze	75
Puppet Master	75
Rabid Wombat	1.50
Rakulte	1.50
■ Recall	2.00
■ Revelation	2.00
Rubina Souksinger	5.00
■ Sole Haven	2.00
Sentinel	2.00
Serpent Generator	5.00
■ Shield Wall	75
■ Shimmer Night Stalker	75
Sol-Kanne the Swamp King	5.50
Strang	3.00
Storm Seeker	2.00
Takklemagogot	75
■ Teleport	2.00
Tobias Andron	25
Tarmod's Crypt	75
Triskis Egg	2.00
■ Urza's Mine (4 versions)	50

■ Urza's Power Plant (4 ver.)	50
■ Urza's Tower (4 versions)	50
■ Vexovits Asmodi	5.00
■ Voodoo Doll	2.00
■ Wall of Opposition	1.00
■ Wall of Wonder	75
■ Witch Hunter	1.00
■ Wretched, The	6.00
Xiro Arien	3.00
■ Yawgmooth Demon	4.00
Serra Paladin	25
Serrated Arrows	1.00
■ Scrya the Falconer	2.75
Spectral Bears	1.00
■ Timmerman Fiends	2.00
■ Truce	3.00
■ Veldane of Sengir	3.25
■ Wall of Kelp	2.00
■ Willow Priestess	4.50
■ Winter Sky	3.00
■ Wizards' School	1.00

HOMELANDS

WIZARDS OF THE COAST 1995

Full Set (140 cards)	\$70.00
Booster Pack (8 cards)	1.50
Booster Box (60 packs)	70.00
Unlisted Commons	25

■ Abbey Gargoyles	1.00
■ After Storm	1.00
■ An-Havva Constable	3.00
■ An-Havva Inn	1.00
■ An-Havva Township	1.00
■ An-Zenni Ruins	3.00
■ Anabo Ancestor	3.00
■ Anabo Spirit Crasher	3.00
■ Apocalypse Chime	3.00
■ Autumn Willow	8.50
■ Ayren Willow	1.00
■ Ayren Crusader	3.00
■ Ayren Highway	3.00
■ Bakti's Curse	2.50
■ Baron Sengir	8.00
■ Beast Walkers	3.00
■ Black Carriage	3.00
■ Broken Visage	3.00
■ Castle Sengir	1.00
■ Chain Status	3.00
■ Chandler	.25
■ Clockwork Gnomes	25
■ Clockwork Steed	25
■ Clockwork Swarm	25
■ Coral Reef	25
■ Doughnut of Autumn	3.00
■ Death Speakers	1.00
■ Didgedoo	4.00
■ Drudge Spell	1.00
■ Dworan Pony	2.00
■ Dworan Sea Claw	2.50
■ Ebony Phimo	25
■ Eron the Relentless	1.00
■ Evaporate	50
■ Faerie Noble	4.00
■ Feror's Ban	3.00
■ Forget	3.00
■ Funeral March	25
■ Ghost Rounds	1.00
■ Giant Oyster	1.00
■ Grandmother Sengir	2.00
■ Greater Werewolf	50
■ Hazduhr the Abbot	3.00
■ Headstone	25
■ Heart Wolf	2.25
■ Ilhsan's Shade	2.50
■ Iltiri Sengir	1.00
■ Ironbound Curse	2.50
■ Jinx	25
■ Joven	25
■ Joven's Ferrets	25
■ Joven's Tools	2.00
■ Koskun Falls	3.00
■ Koskun Keep	1.00
■ Leaping Lizard	25
■ Leechies	2.00
■ Mammoth Harness	2.50
■ Marhan	3.50
■ Merchant Scroll	25
■ Mystic Decree	5.00
■ Narvaloh	2.50
■ Orcish Mine	1.00
■ Primordial Order	5.00
■ Prophecy	25
■ Rashiko the Slayer	1.00
■ Renewal	25
■ Retribution	1.00
■ Revelka, Wizard Savant	3.00
■ Root Spider	1.00
■ Roots	1.00
■ Roterothoper	25
■ Rysonian Badger	2.00
■ Sea Sprite	1.00
■ Sea Troll	1.00
■ Sengir Autocrat	3.25
■ Serra Aviary	4.50
■ Serra Bestiary	25
■ Serra Inquisitors	1.00
Serra Paladin	25
Serrated Arrows	1.00
Scars of the Unseen	1.00
Scars of the Veteran	1.00
School of the Unseen	1.00
Seasoned Toxicton	1.00
Sheltered Valley	5.00
Sheath Sphere	1.00
Sol Grail	3.00
Soldene Digger	5.00
Soldene Excavations	6.50
Soldier of Fortune	1.00
Royal Decree	4.50
Scars of the Unseen	1.00
Scars of the Veteran	1.00
School of the Unseen	1.00
Seasoned Toxicton	1.00
Sheltered Valley	5.00
Sheath Sphere	1.00
Sol Grail	3.00
Soldene Digger	5.00
Soldene Excavations	6.50
Soldier of Fortune	1.00
Spiny Starfish	1.00
Splintering Wind	2.00
Storm Cauldron	5.00

key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

■ COMMON ■ UNCOMMON ■ RARE

●	Storm Elemental	1.0
●	Stronghold Spy	1.0
●	Suffocation	1.0
●	Surge of Strength	2.0
●	Sustaining Spirit	7.0
●	Swarm Defender	4.0
●	Thawing Glaciers	6.5
●	Thought Lash	4.0
●	Tidal Control	3.0
●	Tornado	3.0
●	Unlikely Alliance	1.0
●	Utzo i Engine	1.5
★	Vorchild's War-Blades	5.5
●	Visionary Oracle	1.0
●	Vanishing Mage	4.0
●	Whirling Catapult	1.5
●	Winter's Night ...	4.0
●	Yavimaya Ants ...	2.5

MIRAGE

WIZARDS OF THE COAST. 1996

Full Set (350 cards)	\$250.00
Starter Deck (60 cards)	8.50
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	15



Stop your next turn. Draw four cards.
"Part of me believes that Barron taught
me meditation simply to shut me up."
Frida, wizard adept

TOP 10 HOTTEST CARDS

2) Meditate

Relax Gaze into the heart of your deck. Visualize yourself drawing a card then another then another then another See the time slipping away from you as you skip your next turn Good Very good

•	Sunweb	4.00
•	Superior Numbers	1.00
•	Sac Alt F-Forwarder	1.00
★	Titanic Sprinter	4.00
•	Tonwhale	6.00
-	Torval : Dragon	7.00
•	Tofers : Imp	3.00
★	Tofers : Isle	4.00
★	Tolim : Tor	3.00
•	Tolim : Tor's Darts	1.00
★	Tolim : Tor's Edict	3.00
•	Tokid Wave	1.00
★	Tombstone Stairwell	5.00
★	Torrent of Love	3.00
•	Tropical Storm	1.00
★	Ultra Wikkets	4.00
•	Unholy Jing	1.00
•	Unfulfilled Desires	5.00
•	Jasmine Walker	1.00
•	Umyra : Bee Shing	1.00
•	Umyra : Buffies	1.00
•	Vigorous Dawn	1.00
•	Venitofor Bottle	3.50
•	Vigilant Marty	1.00
•	Vigilante : Endode	1.00
★	Vacuum Dragon	8.00
•	Valkyrie : Geyser	2.00
★	Waiting in the Weeds	4.50
•	Warding Worm	4.00
•	Wave Elemental	1.00
•	Widening	3.00
•	Wistful Emissary	1.00
•	Wishbone per Eiskon	1.00
•	Withering Snoot	1.00
•	Wraith : Titter	1.00
★	Tore	3.25
•	Outer Legion	1.50
•	Chthonic Commander	1.00
★	Master of the Claw	5.00
•	Zombie Mob	1.00
•	Zuber : Golden Feather	5.00

VISIONS

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1.00	Full Set 1-67 cards	180.00
1.00	Booster Pack 15 cards	7.50
1.00	Booster Box 36 packs	80.00
3.00	Commons	10
1.50		
4.00	★ Abu Djinn	7.00
1.00	★ Anvil of Bogardan	5.50

TQ

price guide

● Yashiro Sandstalker	75
● Victoria Tengzin	9.75
● Wand of Demol.	6.50
● Water-pool Djin	75
● Wine Shear	75
● Zephron Crusader	5.00

WEATHERLIGHT

WIZARDS OF THE COAST - 1997

Full Set (167 cards)	195.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	110.00
Commons	15

● Abduction	1.50
● Abeyance	6.00
★ Aberrant	6.50
● Athr Fisch	2.00
● Awakening Memories	1.25
● Alabaster Dragon	8.50
● Ancestral Knowledge	10.00
● Arctic Wolves	1.00
● Argivian Find	1.00
● Argivian Restoration	1.00
● Aura of Silence	1.00
● Avizooz	4.00
● Bairistr	1.50
● Bone Dancer	4.00
● Bonfire Strip	7.00
● Bubble Matrix	6.50
● Burn's Ave	1.00
● Call of the Wild	5.00
● Chimeric Sphere	1.50
● Cindar Giant	1.50
● Circling Vultures	1.00
● Cloud Djinn	2.00
● Cone of Flame	1.00
● Debt of Loyalty	5.00
● Dense Foliage	5.50
● Desperate Gambit	1.00
● Dingir Staff	1.50
● Doomsday	7.00
● Downraft	1.00
● Drownyr Thaumaturgist	5.00
● Erath's Familiar	4.50
● Follow Warm	1.00
● Familiar Ground	1.00
● Fenrir	7.00
● Festering Evil	1.00
● Firestorm	8.50
● Fornitor Brigade	1.50
● Fungus Elemental	6.00
● Gaius's Blessing	2.00
● Gallowsbald	5.00
● Gemstone Mine	4.00
● Gerard's Wisdom	1.00
● Goblin Bomb	6.75
● Goblin Thunders	1.00
● Heart of Bogardan	6.50
● Head Stone	5.00
● Hidden Horror	1.00
● Hulman Shaman	1.00
● Infernal Tribute	6.00
● Inner Sanctum	5.00
● Jabor's Banner	1.50
● Love Hounds	1.00
● Lure of the Hollows	5.00
● Lunavor Behemoth	1.00
● Lotus Vale	8.00
● Low Key	5.25
● Marquis of Keld	8.00
● Master of Arms	1.50
● Maw's Vortex	1.00
● Misty Nexus, Prolifester	1.00
● Moonbeam Griffin	1.00
● Moonfire	5.00
● Muurovuk Ooze	4.50
● Nature's Resurgence	4.50
● Necrotog	1.00
● Nefilim Benefactor	1.50
● Null Rod	6.00
● Oily Wraith	1.50
● Orish Setters	2.50
● Parcys' Shift	5.00
● Peacockkeeper	6.00
● Pendrell Mists	6.50

TEMPEST

Wizards of the Coast - 1997	
Full Set (335 cards)	275.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	80.00

● Abandon Hope	2.00
■ Adventure Scout	15
■ Aftermath	15
★ Altar of Dementia	4.25
★ Alunet	5.00
● Ancient Runes	1.25
● Ancient Tomb	2.00
● Angelic Protector	2.00
● Adept	15
■ Apes of Rath	1.25
● Apollyon	6.00
● Armox Silver	1.25
■ Armoured Pegnus	15
● Autogog	6.00
■ Avenger, Angel	6.00
● Barbed Sliver	1.25
■ Battering Dragoon	15
● Bellowing Fiend	3.50
● Benthic Behemoth	3.50
● Blood Fratry	15
■ Blood Pot	15
● Boil	.75
● Boddy Trap	7.00
● Bottle Gnomes	1.25
★ Bounty Hunter	6.00
● Broken Fall	15
● Caldera Lake	4.00
■ Canopy Spider	15
● Canyon Direktor	3.25
● Canyon Wildcat	15
■ Capsize	15
● Cannibite	3.00
● Chaotic Goo	3.75
● Charging Rhino	1.25
● Chill	2.00
● Choke	1.25
● Cinder Marsh	1.25
■ Circle of Protection: Block	15
■ Circle of Protection: Blue	15
■ Circle of Protection: Green	15
■ Circle of Protection: Red	15
■ Circle of Protection: Shadow	15
■ Circle of Protection: White	15
● Clergy en-Vac	15
■ Clef Silver	15
■ Cloudchaser Eagle	15
● Coalition	15
● Coffin Queen	4.00
● Coffin Tugger	15
● Cold Stompe	4.00
● Commander Greven il'Vec	6.50
● Corpse Dance	4.25
● Counterspell	15

● Crazed Amodon	2.25
● Crown of Flames	15
★ Cursed Scull	6.00
■ Dark Bonsht	15
■ Dark Ritual	15
● Darkling Stalker	15
● Daithi Embrace	3.00
● Daithi Ghoul	2.00
● Daithi Home	15
● Daithi Marauder	15
● Daithi Mercenary	1.25
● Daithi Mundipper	1.00
● Daithi Slayer	15
● Deadshot	4.00
● Death Pins of Rath	5.00
● Diablo Edict	15
● Dinkowl Worm	8.00
● Disenchantment	15
● Dismiss	1.25
■ Disputed Burial	15
● Dracoplasm	5.00
● Dread of Night	2.50
■ Dream Cache	15
● Dreams of Sorrow	3.75
★ Duplikith	4.25
● Earthcraft	4.25
● Echo Chamber	4.00
● Eudemon, Lord of Leaves	8.00
● Fledgling & Vineyard	6.00
● Flitter Insect	15
● Elven Warhounds	4.00
■ Emerald Medallion	15



TOP 10 HOTTEST CARDS

1 Time Warp

Time keeps on slipping, slipping, slipping into the top spot on the charts. Whether you're trying to drive your opponent out of cards or give yourself a chance for one last overwhelming attack, Time Warp is perfect for delivering that coup de grace.

● Enmeshed Tome	3.25
■ Endless Scream	15
● Energizer	4.00
■ Entertainment	15
● Emerging Liquid	1.25
● Era's Wedding	3.75
■ Essence of Mortality	5.00
● Essence Bottle	1.00
● Evincor's Justice	15
● Extinction	1.25
● Extinction	3.00
● Favoured Conviction	4.25
● Field of Souls	3.75
● Fighting Denka	1.25
● Folly	75
● Freezing	15
● Floating Drake	1.25
● Flickering Word	2.25
● Flowstone Giant	15
● Flowstone Salamander	75
● Flowstone Sculpture	3.50
★ Flowstone Wyvern	3.25
● Fool's Tome	3.50
● Forest	15
■ Fang Tongue	15
★ Fugitive Druid	3.75
● Fume of Rath	5.00
● Fylamond	2.00
● Gallantry	1.25
● Scholar Form	15
● Gerrard's Battle Cry	3.75
● Ghoul Town	75
● Giant Crab	15

• Rain of Tears	2.50
■ Rampant Growth	15
■ Ranger in Vec	7.00
★ Rath Dragon	5.00
■ Rats at Rath	15
■ Reality Anchor	15
● Reanimate	1.75
● Reap	1.00
● Reckless Spite	1.25
★ Revive	5.50
★ Reflecting Pool	7.50
■ Renegade Warlord	1.25
○ Repentance	2.00
■ Respite	15
■ Rolling Thunder	15
★ Root Maze	4.50
■ Rootwarder Wurm	15
■ Rootwaller	15
● Rootwarder Depths	1.25
● Rootwarder Level	1.50
■ Rootwarder Hunter	15
■ Rootwarder Marrow	8.00
● Rootwarder Human	2.75
● Ruby Medallion	3.50
● Sacred Guide	4.25
■ Sash 'n' Gee	15
■ Safeguard	3.25
★ Salt Flats	4.00
■ Sandstone Worm	15
■ Sapphire Medallion	3.50
● Sacromancy	3.50
★ Scald	4.00
● Scalding Tongue	4.00
★ Scorch'd Earth	2.50
● Scrappoth	2.00
● Screaming Harpy	75
■ Scroll Rock	6.00
■ Sea Monster	15
● Searing Touch	1.00
■ Seaweed of Skysheat	15
■ Segmented Worm	1.25
■ Selene, Dark Angel	4.25
● Sevaine Offering	1.25
■ Sevaine of Volkath	15
■ Shadow Rift	15
● Shadowstorm	2.00
■ Shelter	15
■ Shimmering Wings	.15
★ Shockier	4.00
■ Sky Smit	3.25
● Skyshroud Condor	1.00
■ Skyshroud Elf	4.00
★ Skyshroud Forest	1.25
■ Skyshroud Ranger	15
■ Skyshroud Troll	15
● Skyshroud Vampire	1.25
○ Solai Crusader	1.00
○ Solai Errantry	1.00
■ Solai Frost Soldier	15
■ Solton Guerrillas	3.25
■ Solton Lancer	15
○ Solton Monk	75
○ Solton Priest	75
■ Solton Ranger	15
● Souldrinker	2.25
■ Spell Blast	15
■ Spike Drone	15
■ Spine Graft	15
△ Spirit Mirror	3.25
■ Spontaneous Combustion	2.50
■ Squee's Toy	15
● Stalking Stones	1.00
★ Stark of Rath	3.75
★ Stark Orb	4.00
○ Staunch Defenses	1.00
● Stasis Environment	2.50
● Stinging Lurid	1.25
■ Stone Khan	15
■ Storm Front	75
■ Sun	15
● Sudden Impact	1.50
■ Swamp	15
● Tahnogith's Rage	75
■ Talon Silver	15
● Telekopter	75
● Thokken Necromancer	2.25
■ Thokken Jawkull	1.25
■ Thokken Marbil	15
■ Thokken Seer	15
■ Thokken Thirsty	15
■ Thundersmoke	3.75
■ Time Hold	15
● Time Warp	12.00
● Tooth and Claw	2.50
■ Totemic Chalice	4.00
■ Trashed Voter	3.75

PROMOTIONAL CARDS

★ Avana	5.00
■ Giant Badger	5.00
■ Mana Crypt	20.00
★ Malathra Dragon	4.50
★ Sewers of Estek	5.00
★ Windseeker Centaur	4.50

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M/TG Beta Factory Set (363 cards) \$200.00
 This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M/TG Beta International Factory Set (363 cards) \$200.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also not tournament legal. 5,000 printed.

M/TG Pro Tour Collector Set \$100.00
 This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.

HEY!

Check out the expanded Magic Players Guide, now featuring Tempest entries. The fun begins on page 116.

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INQUEST

price guide

BATTLETECH

Full Set (293 cards)	\$275.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	95.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	95.00
Unlisted Commons	10
Unlisted Uncommons	25

Alex Mallory	R 9.00
Amis' Radiation	R 4.25
Arrow IV Battery	U 1.00
Atlas, AS7-K	R 5.00
Axman, AXM-1N	R 5.00
Bearer of McKennedy Hammer	R 5.50
Bijan Jorgenson	R 9.00

Candice Liao	R 8.50
Communications Failure	R 4.00
ComStar Bank Account	U 1.00
Contract w/ Gray Death Legion	R 5.00
Contract w/ Wolf's Dragoons	R 5.00
Coventry Metal Works	V 2.50
Crockett, CRK 5003-1	U 1.00
Culling	R 4.00
Darsha A, Dire Wolf	R 14.00
Death Commando Strike	R 4.00
Death From Above	U 1.00
DEST Pilot	R 4.50
Dragonfly A, Viper	R 4.00
Dragonfly B, Viper	U 1.00
Dragonfly C, Viper	U 1.00
Dragonfly D, Viper	U 1.00
Dragonfly Prime, Viper	U 1.00
E-Bane Groundwork	U 1.00

Ellas Cruchell	R 6.50
Elite Infantry	R 4.00
Elite MechWarrior	U 1.00
Evandro Fenotid	R 4.50
Exterminator, EXT-4D	U 1.00
Falkon, FLC 4P	U 1.00
Fenris A, Ice Ferret	U 1.00
Firestarter, FS9-S	R 4.50
Fleshman, FLS-8K	R 4.00
Galen Cox	R 7.50
Gladiator B, Executioner	R 4.50
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Grayson Death Carlyle	R 8.50
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Guillotine, GLT-SM	R 4.00
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ISF Counterespionage	R 4.00
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Jump Into Cover	U 2.00
Justin Yang Allard	R 8.50
Kai Allard-Luo	R 11.00
Kodie A, Mist Lynx	R 4.00
Kodie C, Mist Lynx	R 4.00
Kodie D, Mist Lynx	U 1.00
Lanolin, LN-25-01	R 4.00
Lao Showers	R 6.00

Luck of the Fox	R 4.00
Mad Cat A, Timber Wolf	U 1.00
Mad Cat B, Timber Wolf	U 1.00
Mad Cat C, Timber Wolf	R 4.00
Mad Cat D, Timber Wolf	U 1.00
Man O' War A, Gargoyle	R 4.00
Man O' War B, Gargoyle	R 4.00
Man O' War C, Gargoyle	R 4.00
Manipulation of Romono	R 4.00
Maria Anna Trade	V 3.00
Mariissa Morgan	R 7.00
Masanori C, Warhawk	R 5.00
Mawu-an Prime, Warhawk	R 4.00
Markovka Operaives	R 4.00
Mawur, MAU-1P	R 4.00
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Perimeter Alarm	R 4.00

Photon

Pryde's Pride	R 4.00
Purne C, Adder	U 1.00
Rampage!	R 4.00
Rapid Cool-Down	U 1.00
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Rimano Liso	R 7.00
Rouine Pilot	R 4.00
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Ryoken D, Stormcrow	U 1.00
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Sabotaged Missiles	R 4.00
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MIDDLE-EARTH: THE WIZARDS LIMITED EDITION

Fill Set (484 cards)	\$325.00
Starter Deck (176 cards)	10.00
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Booster Pack (15 cards)	3.50
Booster Box (36 packs)	100.00
Unlisted Common cards	20
Unlisted Common cards	25
Unlisted Common characters	25
Unlisted Uncommon cards	75
Unlisted Rare cards	4.00

Pr = rarity denotes promo.

POETAS

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Army of the Dead	R 6.50
Assassin	R 7.50
Balow at Thung, The	R 6.50
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Cock Crows, The	U 1.50
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Morgul-knife	R 7.00
Morgul Night	R 7.50
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Wizard's Flame	U 1.50
Wizard's Laughter	U 1.50
Wizard's River-horses	U 1.50
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Full Set (215 cards)	130.00
Starter Deck (86 cards)	59.00
Starter Box (12 decks)	95.00
Booster Pack (16 cards)	3.00
Booster Box (36 packs)	80.00
Unlisted Common cards	10
Unlisted Uncommon cards	.50
Unlisted Rare cards	2.00
Alabaster Dragon	R 5.00
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Unlisted Common Personnel cards	60
Unlisted Uncommons	75

Cards are white-bordered.

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Unlisted Uncommon cards	50
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	3.00

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Starter Deck (60 cards)	10.00
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Cards are black-bordered.

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Alderaan	U	1.25
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Interphase Generator

Investigate Alien Probe

Investigate Disappearance

Investigate Disturbance

Investigate Massacre

Investigate Raid

Investigate Rogue Comet

Investigate "Shattered Space"

Investigate Sighting

Investigate Time Continuum

Jagion Shrek-Info Broker

Jean-Luc Picard

Kahless

Kargon

K'Thelyr

Kevan Usbridge

Khozau

Khotorine Research

Kyros Fano-Collector

Klingon Death Yell

Korian Game

Kurei

Kulan Naikos

Kurn

Leah Brahms

Lore Returns

Love's Fingernail

Lurka

Lwaxxanna Troi

Medical Relief

Mendak

Morgan Bateson

Noglim

Neela Daren

New Contact

Pegasus Search

Pi

Q

Q2

Reginald Barclay

Richard Galen

Ro Laren

Roga Danor

Sarek

Sorenika

Sorthong Plunder

Satelli

Seek Life-form

Sela

Shelby

Si Issor Newton

Study "Hole in Space"

Study Lorika Pulsar

Study Nihilus

Supernova

Survey Mission

Tom Elbow

Tashi Yar

Temporal Causality Loop

Thomas Riker

Thought Maker

Time Travel Pod

Tomalak

Torath

Tox Utath

Traveler, The Transcendence

Tsiolkovsky Infection

U.S.S. Brittan

U.S.S. Enterprise

U.S.S. Hood

U.S.S. Phoenix

U.S.S. Yamato

Varon-T Disruption

Vash

Vulcan Stone of Gol

Warp Core Breach

Wesley Crusher

William T. Riker

Wind Dancer

Wolf

Wormhole Negotiations

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THE NEXT WAVE IN ACTION FIGURES!

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MAGIC The Gathering

players guide



CARD DESCRIPTION

- A** — Card Name
 - B** — Kind Summon Djinn means ole Juzam
is a creature of the genus Djinn
 - C** — Description The description of exactly what
the card can do
 - D** — Flavor Text A funny or informative quote
 - E** — Artist
 - F** — Costing Cost Mr Juzam costs two black and
two generic mana to summon into play
 - G** — Expansion Symbol This tells you what set the
card belongs to; in this case the semi-star
means he's from the *Arabian Nights* set
 - H** — Power/Toughness Only for creatures

Name _____ Date _____ Grade _____

ARTIFACTS

Acid Dagger	•	•	•	•
Adarkar Sentinel	•	•	•	•
Agnis of the Moon	•	•	•	•
Anopliske	•	•	•	•
Aesthir Glider	•	•	•	•
Al abara's Carpet	•	•	•	•
Aladdin's Lamp	•	•	•	•
Aladdin's Ring	•	•	•	•
Alechor's Tomb	•	•	•	•
Altar of Dementia	•	•	•	•
Amber Prison	•	•	•	•
Amulet of Kroog	•	•	•	•
Amulet of Quaz	•	•	•	•
Amulet of Unmaking	•	•	•	•
Ankh of Mashtra	•	•	•	•
Anvil of Bogardan	•	•	•	•
Apocalypse Chime	•	•	•	•
Arctum's Sleigh	•	•	•	•
Arctum's Weathervane	•	•	•	•
Arctum's Whistle	•	•	•	•
Arena of the Ancients	•	•	•	•
Armageddon Clock	•	•	•	•
Ashnod's Altar	•	•	•	•
<i>To sacrifice one of your creatures in play. Add 2 to your mana pool.</i>				
Ashnod's Battle Gear	•	•	•	•
Ashnod's Cycles	•	•	•	•

Name	Cost	HP	ATK	DEF
Ashnod's Transmogrify	---	1	2	1
Astrolobe	---	3	2	1
Balm of Restoration	---	2	1	0
Barbed Scent	---	1	2	1
Bar'l Caga	---	1	2	1
Basch Golem	---	5	1	1
Basch Monolith	---	3	1	1
Baton of Morbla	---	2	1	1
Battering Ram	---	2	2	1
Black Lotus	-----	0	1	1
Black Mana Battery	---	1	1	1
Black Vise	-----	1	1	1
Blue Mana Battery	---	4	1	1
Bone Flute	---	1	1	1
Bone Mask	---	1	1	1
Boddy Trap	---	0	1	1
Book of Ross	---	6	1	1
Bossum Strip	-----	3	1	1
Bottle Gnomes	--	3	1	1
Bottle of Soleiman	---	4	1	1
Brass Man	---	1	1	1
Brass Talon Chimera	---	1	1	1
Bronze Horse	---	7	1	1
Horse by spells tanking it is reduced to 0-4/4.				
Bronze Hobel	---	6	1	1

Name	Type	Cost	Attack	Defense	HP
Bubble Matrix	Item	3	0	0	0
•Candelabra of Tarnes	Item	5	1	0	0
Celestial Prism	Item	3	3	0	0
Celestial Sword	Item	3	6	0	0
•Chaos Orb	Item	5	2	0	0
Charcoal Diamond	Item	3	2	0	0
Chariot of the Sun	Item	3	3	0	0
Chimera Sphere	Item	3	3	0	0
City in a Bottle	Item	3	2	0	0
Clay Statue	Item	3	1	0	0
Clockwork Avian	Item	3	5	0	0
Clockwork Beast	Item	3	6	0	0
Clockwork Gnomes	Item	3	1	0	0
Clockwork Steed	Item	3	6	0	0
Clockwork Swarm	Item	3	1	0	0
Coal Golem	Item	5	0	0	0
Coiled Timpani	Item	3	3	0	0
Cold Storage	Item	3	4	0	0
Colossus of Serdia	Item	9	2	0	0
Conch Horn	Item	3	2	0	0
Conservator	Item	3	4	0	0
Copper Tablet	Item	3	2	0	0
Coral Helm	Item	3	3	0	0
Crown of the Ages	Item	3	2	0	0
Crystal Golem	Item	3	1	0	0
Crystal Rod	Item	3	1	0	0
Cursed Rock	Item	3	6	0	0
Cursed Scroll	Item	3	1	0	0
Cursed Totem	Item	3	2	0	0
Cyclopean Tomb	Item	3	4	0	0
Dancing Scimitar	Item	3	1	0	0
Dark Sphere	Item	3	0	0	0
Delfi's Cone	Item	0	0	0	0
Delfi's Cube	Item	3	1	0	0
Despotic Scepter	Item	3	1	0	0
Domestic Machine	Item	3	7	0	0
Diamond Kaleidoscope	Item	3	4	0	0
Dingendoo	Item	3	1	0	0
Dingus Egg	Item	3	3	0	0
Dingus Staff	Item	3	3	0	0
Disrupting Scepter	Item	3	3	0	0
•Opponent must discard 1 card of his choice. Play as a scepter.					
Draconian Cycle	Item	3	2	0	0
Dragon Engine	Item	3	3	0	0

KILLER COMBOS



Ray of Command and Dracoplasma: We're all for mad-scientist experiments, especially when they result in a flying beastie with fire-breathing. But why waste your precious specimens on research when you can hire them from your opponent? Sure, the pay sucks and the research will kill them but, hey, it's all in the name of science!

Jester's Mask	ART R	•••	•	IA
comes into play tapped.	•	•	Sacrifice	Switch opponent's hand with the number of cards of your choice from his library.
Jet Medallion	ART R	•••	•	TM
Your hand spells cost less to play.	•	•		
Jeweled Amulet	ART U	•••	•	IA
•	•	Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet.	•	Remove the charge counter to add 1 mana of the appropriate type to your mana pool.
Jeweled Bird	ART R	•••	•	AN, CH
Exchange Bird for your life, then draw a new card.	•	•		
Jinxed Idol	ART R	•	•	TAN
During your upkeep, Jinxed Idol deals damage to you. Sacrifice a creature Target opponent gains control of Jinxed Idol permanently.	•	•		
Joven's Tools	ART R	•••	•	HL, 5th
•	•	Target creature can only be blocked by walls until end of turn	•	
Pay • less to cast an instant, interrupt, or enchantment.				
Mana Prism	ART U	•••	•	MG
• Add 1 to your pool.	•	•	Add one mana of any color to your pool.	
Mana Vault	ART R	•••	•	L, U 4th, 5th
• Add 3 to your mana pool.	•	•	Untap Mana Vault Use only during your upkeep. Does it damage to you? If untap is tapped at the end of your upkeep.	
Mana Web	ART K	•••	•	WL
Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.	•	•		
Manokiri	AC	•••	•	TM
• Add one colorless mana to your mana pool.	•	•	1/1	
Manager's Tome	ART R	•••	•	MG
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. Instead of drawing a card, add the top card from under Tome to your hand.	•	•		

MAGIC

The Gathering®

PLAYERS GUIDE

Name	Description	Kid	CR	Rating	Cost	Sets Found
Marble Diamond	ART U *** ● MG					
Marble Priest	All wells able to block Marble Priest must do so. Marble Priest takes no damage from it.	AC U *** ● LG				
Matoto Golem	Regenerate and put a -1/-1 counter on Matoto Golem. 3/3 VS	AC U *** ●				
Meekstone	Creatures with power greater than 2 do not untap during upkeep. L.U.R. 4th, 5th	ART R *** ●				
Metallic Silver	Metallic Silver counts as a silver. 1/1 TM	AC C *** ●				
Mightstone	All attacking creatures gain +1/+0. AQ	ART U *** ●				
Milkstone	Take the top 2 cards from target player's library and place them in that player's graveyard. AQ.R. 4th, 5th	ART U *** ●				
Mind Stone	Add one colorless mana to your mana pool. ●, ●, Sacrifice Mind Stone. Draw a card. WL	ART C *** ●				
Mirror Universe	Minor Universe: During your upkeep to trade life points with opponents' minor universes. IG	ART R ***** ●				
Meters' Cage	At end of turn if target opponent's life is less than 5 or more cards in their library, then damage to them. 5/5 MG	ART R *** ●				
Methra's Groundbreaker	Methra's Groundbreaker becomes a 3/3 trampler creature. AI	ART U *** ●				
Methra's War Machine	When Methra's War Machine enters your hand during upkeep or Methra's War Machine is tapped, does 3 damage to you. 5/5 I.U.R. 4th	ART U *** ●				
Mogg Cannon	Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature. 1M	ART U *** ●				
Moss Diamond	Comes into play tapped. Add ● to your mana pool. MG	ART U *** ●				
• Max Emerald	Add ● to your mana pool. LU	ART R ***** ●				
• Max Jet	Add ● to your mana pool. LU	ART R ***** ●				
• Max Pearl	Add ● to your mana pool. LU	ART R ***** ●				
• Max Ruby	Add ● to your mana pool. LU	ART R ***** ●				
• Max Sapphire	Add ● to your mana pool. LU	ART R ***** ●				
Mystic Compass	Target mana-producing land becomes a basic land type of your choice until end of turn. AI	ART U *** ●				
Necro Tolismen	Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast. IA	ART U • ●				
• Necrodigester	Instead of their normal mana, plants produce ●, islands produce ●, water produce ●, mountain produce ●, and forest produce ●. UA	ART U • ●				
Necropolis	Count as 1/1 well. Remove a creature from your graveyard from game. Put a -1/+1 counter on Necropolis. X is the creature's cost. 1/1 DK	ART U *** ●				
Neuroviper's Disk	Destroy all non-land permanents. Comes into play tapped. I.U.R. 4th, 5th	ART R *** 4				
North Star	You may cast one spell this turn using more than one color. LG	ART R • 4				
Nova Pustule	Reflect all damage done to you by one source to target creature of your choice. LG	ART R *** ●				
Null Rod	Players cannot play any artifact abilities requiring an activation cost. WL	ART R ** ●				
Obelisk of Undoing	Take one of your permanents in play back to your hand. AQ.CI.5th	ART R *** ●				
Oblivious Golem	AQ.R. 4th, 5th	AC U *** ●				
• Omnidroid	If Omnidroid goes to any graveyard from play, its controller gains 2 life. 2/2 MG	AC U • ●				
Ornx Tolismen	Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast. IA	ART U • ●				
Ornithopter	AD.R. 4th, 5th	AC U ** ●				
Patogia Golem	Flying until end of turn. 2/3 MG	AC U *** ●				
Patchwork Gnomes	Choose and discard a card. Regenerate Patchwork Gnomes. 2/1 TM	AC U *** ●				
Peppercorn Gnomes	At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Peppercorn Gnomes does 2 damage to him or her. TM	ART R *** ●				
Perl Medallion	Your white spells cost ● less to play. TM	ART R *** ●				
Peridot of the Ages	Prevent all damage done to you from one source. 1A, 5th	ART R *** ●				
Phryxian Devourer	If Phryxian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phryxian Devourer, where X is equal to that card's casting cost. 1/1 MG	AC R • ●				
Phryxian Dreadnought	Tromp. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12	ART R *** ●				
Phryxian Furnace	Remove the bottom card of target player's graveyard from game. 1. Sacrifice. Remove a card in any graveyard from the game and draw a card. WI	ART U *** ●				

Name	Description	Kid	CR	Rating	Cost	Sets Found
Phryxian Grimore	4: If target opponent chooses one of the top two cards in your graveyard, remove that card from the game and put the other into your hand. TM	ART R *** ●				
Phryxian Hulk	AC U ** ● TM					
Phryxian Marouder	AC R ** ● VS					
Phryxian Portal	Target opponent looks at the top 10 cards of your library and separates them into two piles: trash and treasure. Choose one of these piles and remove it from your library. Take one card from the remaining pile and put it into your hand. Shuffler the remaining cards into your library. TM	ART R *** ●				
Phryxian Splicer	AC U *** ● TM					
Phryxian Vane	2: Sacrifice a creature. Draw a card. MG	ART U *** ●				
Phryxian War Beast	When target enemies play, sacrifice a land and take 1 damage. 3/4 AI	ART R *** ●				
Phryxian Walker	0/3 VS	AC C *** ●				
• Pit Trap	Sacrifice Trap. Burp. Target non-flying creature that is attacking you. IA	ART U *** ●				
Plenor Gate	ART R *** ● LG					
Primal Clay	When cast, choose whether to make Primal Clay a 1/6 well, 3/3 ground creature, or 2/2 flying creature. AQ.R. 4th, 5th	ART U *** ●				
Puppet Strings	Top or untap target creature. TM	ART U *** ●				
Pyramids	Prevent a land from being destroyed. Remove an enchantment from it. AN	ART R *** ●				
Rock, The	Do 1 damage for each card under those opponents' hands during upkeep. AQ.R. 4th	ART U *** ●				
Rakalite	Prevent 1 damage to any target. Rakalite returns to owner's hand. AQ.CH	ART R • ●				
Sand Golem	If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/-1 counter on it. 3/3 VS	ART U *** ●				
Sands of Time	Each player skips his setup phase. At the beginning of each player's turn, he untaps all lands, tapped artifacts, creatures and lands, and taps each of his untagged artifacts, creatures and lands. Sands of Time doesn't affect itself. ART R *** 4 VS					
Sapphira Medallion	Your blue spells costs less to play. ART R *** ● TM					
Scalding Tongue	During your upkeep, if you have three or fewer cards in your hand, Scalding Tongue deals 1 damage to target opponent. ART R • ● TM					
Scars of the Ursine	Sacrifice Scars of the Ursine all enchantments on target permanent you own to their owners' hand. CMC	ART R • ●				AI
Scavenging	Prevent all damage to you from flying creatures this turn. 2/2 DK	ART U *** ●				
Scrawl Back	Choose any number of cards in your hand and set those cards aside. Put untagged lands from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order. TM	ART R *** ●				
Sentinel	1 when cast. When blocking, you may make it equal 1 + the power of the creature blocking Sentinel. 1/6, CH	ART R *** ●				
Serpent Generator	Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter. ART R *** ● LG, CH, 5th					
Shapeshifter	Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter. ART C *** ● HL					
Serrated Arrows	Put three arrow counters on Serrated Arrows when it comes into play. Remove one counter: Put a -1/-1 counter on target creature. ART C *** ● WL					
Serrated Bisket	Put -1/-1 counters on Bisket and on target creature. 2/2 AF, 4th, 5th	ART U *** ●				
Shapeshifter	Any number from 0 to 6. Choose when Shapeshifter is cast and during each of your upkeeps. (1/1). ART U *** ● AQ, 4th, 5th					
Shield Sphere	Prevent 1 damage to you. ART U *** ● AI					

KILLER COMBOS



Unstable Shapeshifter and Phryxian Dreadnought: It's hard to predict what the Unstable Shapeshifter will become, but here's a surefire way to foretell your opponent's doom. After you've already got your Shapeshifter in play, summon up a Phryxian Dreadnought. Burp the Dreadnought by not paying its penalty, and you've still got a 12/12 trampler—that doesn't have summoning sickness!

Razor Pendulum	ART R ** ● MG	When Razor Pendulum has 5 or less life at the end of its turn, Razor Pendulum deals 5 or less life to the end of its turn. AD.R. 4th, 5th
Red Mana Battery	ART R *** ● LG, 4th	2: Put a counter on Red Mana Battery. Add ● to your mana pool. ART R for each counter you removed as well.
Reflecting Mirror	ART R *** ● DK	X, X. Reflect spell targeting you to player of your choice. X is equal to the casting cost of target spell.
Relic Barrier	ART U *** ● LG	Any target creature.
King of Immortals	ART R • ● LG	Untap. Counter. Interceptor enchantment targeting a permanent you control.
Ring of Mana	ART R *** ● PE	3: Sacrifice. Instead of drawing a card, select a card from outside the game.
Ring of Reserved	ART R *** ● PE	Randomly discard a card from your hand to draw two cards.
Racket Launcher	ART U *** ● AQ.R.	Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used if the turn it comes into play on your side.
Ring of Roots	ART U *** ● L.U.R. 4th, 5th	Do 1 damage to any target.
Riot Kite	ART C • ● HL	Flying. +1/+0 until the end of turn. You cannot spend more than 1 life each turn. 0/2.
Ruby Medallion	ART R *** ● TM	Your red spells cost ● less to play.
Rusted Arch	ART R *** ● IA	Untap. Untap. Play tapped. ●, ●. Sacrifice to make X creatures with power no greater than 2 untapable this turn.
Runesword	ART C *** ● DK, CH	3: Untap. Target attacking creature. +1/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if target leaves play before end of turn.
Sounds of Abdallah	ART R *** ● IA	Untap. Untap. Play tapped. ●, ●. Give +1/+1 to a creature until end of turn. If target creature is destroyed before end of turn, so is Sounds of Abdallah.

Counts as a well. If Shield Sphere is assigned as a blocker, put a -1/+1 counter on it. 0/6

Stony's King

- Add two colorless mana to your mana pool.

Skull Cragwall

- Sacrifice a creature to do 2 damage to any target.

Skull of Orzo

- Bring an enchantment card from your graveyard into your hand.

Sky Diamond

- Untap. Untap. Play tapped. Add ● to your mana pool.

Snake Basket

- Sacrifice Snake Basket. Put X Cobras tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.

Snow Fortress

- Counts as well. (0): +1/+0 until end of turn. (0): +0/+1 until end of turn. (0): Do 1 damage to a non-flying attacking creature.

Sol Gear

- When Sol Gear comes into play, choose a color. Add one mana of the chosen color to your mana pool.

Sol Ring

- Add 2 to your mana pool.

Soldier Digger

- Play the top card of your graveyard on the bottom of your library.

Soldier Golem

- Does not untap during your untap phase. During your upkeep, untap one of opponent's creatures to untap Soldier Golem. S 3

Soldier Sentry

- Play. +1/+1.

Soldier Smokescreen

- Untap. Untap. +1/+0 until end of turn. 2/2

Soldier Steam Beast

- Whenever Soldier Steam Beast becomes tapped, target opponent gains 1 life.

Soul Net

- Gain 1 life when a creature is placed in the graveyard.



Okay, why would we possibly want to spotlight Cemetery Gate? Well it's a rarity in Magic, one of only six cards that has protection from its own color. The others are Beasts of Bogardan, Keeper of Kookus, Minion of Leshrao, Spirit of the Night and Subterranean Spirit. And besides, the artwork on the Gate is damn cool.

of three kinds of opponents	Draw the following cards:
Throne of Bone	ART J 000 1 LUR 4th, 5th
1. Gain 1 life each time a block spell is cast. Use only once per spell.	
Thunderscrews	ART R 000 2 TM
During your upkeep if you have five or more blocks in your hand	
Thundercrews deals 1 damage to target equipment.	
Time Bomb	ART R 000 3 IA, 5th
Put a counter on Bomb during your upkeep. ①, ②, Sacrifice. Do + damage to each creature and player; X is the number of counters on Time Bomb	
Time Vault	ART R 000 3 LU
Spend an extra turn. Comes into play tapped. May only be untagged during its turn	
Tin-Wing Chimaera	ART U 000 4 VS
Flying, Swallow. Tin-Wing. Numbers. Put a +2 +2 counter on target Chimaera and then Chimaera gains flying. 2, 2	
Tormented's Crypt	ART C 000 5 DK, CH
①, Sacrifice. Remove all cards in target player's graveyard from game	
Torture Chamber	ART R 000 5 TM
During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it. ②, Remove all pain counters from Torture Chamber. Torture chamber deals 1 damage for each pain counter on it to target creature.	
Touriststone	ART U 000 6 WL
①, Top-target artifact you do not control.	
Tower of Control	ART U 000 6 DK
②, Make target creature unblockable by walls until end of turn.	
Triangle of War	ART R 000 6 VS
①, Sacrifice: Choose a creature you control and a creature an opponent controls. Both creatures deal damage equal to its power to the other.	
Triskelion Egg	ART R 000 6 LS, CH
②, Put a counter on Egg. If there are 2 counters on Egg you may sacrifice it to put a creature in your hand or graveyard directly into play.	
Triskelion	ART R 000 7 AG, 4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	
Unerring Slingshot	ART U 000 8 MG
①, ②, Tap an untagged creature you control. Sling deals the creature's power in damage to target attacking or blocking creature with 3+ power.	
Urza's Avengers	ART R 000 8 AG, 4th, 5th
①, Average losses -1/1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.	
Vibrating Sphere	ART R 000 9 JA
During your turn if your creatures gain +2/+0. During all other turns, all your creatures get -0/-2	
Voodoos Doll	ART R 000 9 LG, CH
Put 1 counter on Doll during upkeep. If Doll is untagged at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. ①, ②, Do X damage to one target.	
Walking Wall	ART U 000 9 IA
Counts as wall. ①, Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.	
Wall of Shields	ART U 000 9 IA
Counts as wall. Banding. 0/4.	
Wall of Spears	ART C 000 9 AG, 4th, 5th
First strike, counts as wall. 2/3	
Wand of Demand	ART R 000 9 VS
①, Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put that player's graveyard.	
Wand of Life	ART U 000 9 DK
②, Look at a card at random from a player's hand. He must discard it or set it equal to its casting cost for 1 card. Use only during your turn.	
War Barge	ART U 000 9 DK
①, Give target creature trample until end of turn. ②, target if War Barge leaves play this turn	
War Chariot	ART U 000 9 IA
③, Give target creature trample until end of turn	
Watchdog	ART U 000 9 TM
Watchdog blocks if able. As long as Watchdog is untagged, all creatures attacking you get -1/-1. 1/1	
Weakstone	ART U 000 9 AG
All attacking creatures lose -1/-1.	
Well of Knowledge	ART R 000 9 WI
Any player may pay during his or her draw phase to draw a card. Players may use this ability as many times as they choose.	
Whalebone Gilder	ART U 000 9 IA
②, Give one of your creatures with power 3 or less flying until end of turn.	
Whirling Catapult	ART R 000 9 AJ
②, Reshape the top two cards of your library from the game to have target, banding, damage to no life, reaper and each player.	
White Mana Battery	ART R 000 9 LG, 4th
③, Put a counter on White Mana Battery. Add ④ to your mana pool. Add 1 to your life total.	
Barbed Back Wurm	SC U 000 9 MG
④, Target green creature blocking. Wurm gets +1 until end of turn. 1/1	
Banar Senator	SC R 000 9 HI
Flying, Sets. +2 +2 counters for each creature sent to graveyard on turn when Banar Senator is damaged. ⑤ Regenerate target vampire 5/5	
Barrow Ghoul	SC U 000 9 WL
During your upkeep remove the top creature card in your graveyard from the game or bury Barrow Ghoul 4/4	
Basil Thrull	SC C 000 9 FE
⑥, Sacrifice. Add ⑦ to your mana pool. 1/2	
Bellowing Friend	SC R 000 9 TM
Friends. Whenever Bellowing Friend damages any creature, Bellowing Friend deals 3 damage to that creature's controller and 3 damage to you. 3, 3	
Binding Agony	EC C 000 9 AG
For each 1 damage dealt to enchanted creature Binding Agony deals 1 damage to that creature's controller	
Black Carriage	SC C 000 9 HL
Trample. Doesn't untap as normal during untap phase. ⑧, Sacrifice a creature in untap Carriage. Do this only during your upkeep. 4/4	
Black Knight	SC U 000 9 LUR, 4th, 5th
Protection from white, first strike. 2/2	
Blanket of Night	EN U 000 9 VS
Each mono-producing land is a swamp in addition to its normal type.	
Blight	EL U 000 9 LUR, 4th, 5th
If target land is tapped, destroy it at end of turn	
Blighted Shaman	SC U 000 9 MG
①, Sacrifice a creature. Give a creature +2/+2 until end of turn. ②, Set three swamp. Give a creature +1/+1 until end of turn. 1/1	
Blood Pet	SC C 000 9 TM
Sacrifice Blood Pet. Add ⑨ to your mana pool. 1/1	
Bog Imp	SC C 000 9 DK, 4th, 5th
Flying, 1/1.	
Bog Rats	SC C 000 9 DK, CH, 5th
Cannot be blocked by walls. 1/1	
Bog Wraith	SC U 000 9 LUR, 4th, 5th
Swarmwilk. 3/3	
Bone Dancer	SC R 000 9 WI
⑩, Put the top creature of defender's graveyard into play under your control. Use only if Dancer is untagged and only once each turn. 2/2	
Bone Harvest	INR C 000 9 MG

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kid	CR	Rating	Cost	Sets Found
Description					
Bounty Hunter	SC	R	4	200	TM
• Put a County counter on target nonblack creature. • Destroy target creature with any County counters on it.	2/2				
Breathstealer	SC	R	3	20	MG
• +1 until end of turn. 2/2					
Breeding Pit	EN	R	3	20	FE 5th
Put a token taken in play at the end of each of your turns. Pay 200 during attacks or buy Breeding Pit.					
Brine Sherman	SC	R	3	20	IA
• Sacrifice a creature to give a creature +2/+2 until end of turn.					
Brook's Seal	SC	R	3	20	SC
• +1 until end of turn. 2/2					
Broken Visage	HS	R	2	20	VS
Bury target nonartifact attacking creature and return play 2 life creatures with power and toughness equal to target creature. Bury token at end of turn.					
Broad of Cockroaches	SC	U	3	20	TM
If Broad of Cockroaches is put into your graveyard from play, pay 1 life and return Broad of Cockroaches to your hand at end of turn. 1/1					
Burnt Offering	HS	C	3	20	IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.					
Buried Alive	SOR	U	3	20	WL
Search your library for up to three creature cards and put them into your graveyard. Shuffe your library afterwards.					
Caverous Knight	SC	C	3	20	MG
Faithful. • Regenerate 2/2					
Caravan	HS	R	3	20	MG
Sacrifice a creature. Put into play a number of Magician tokens equal to the sacrificed creature's power. Treat those as 2/2 black creatures.					
Caravan Ants	SC	U	3	20	LG, 4th, 5th
+1/+1 until end of turn. 0/1					
Carrikkite	SC	R	3	20	TM
• Remove Carrikkite and target creature from the game. That creature's controller may 1 to counter this ability. Use this ability only if Carrikkite is in your graveyard. 1/1					
Casting of Bones	EC	C	3	20	AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.					
Catacomb Dragon	SC	R	3	20	MG
Flying. Whenever Dragon is blocked by a nonartifact, non-Dragon creature that creature's power is halved, rounded up. 4/4					
Cemetery Gate	SC	C	3	20	HL
Protection from block 0/5.					
Chains of Mephistrophes	EN	R	3	20	LG
Except for the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the cards he draws.					
Choking Sands	SOR	C	3	20	MG
Bury target nonswimming land. If that land is in nonbasic land, Choking Sands deals 2 damage to the land controller.					
Circle of Vultures	SC	U	3	20	WL
Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury Vultures. If Vultures is in your hand, you discard it. Play this ability as instant 3/2					
Cloud of Confusion	EL	C	3	20	IA, 5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to defend against it instead.					
Cloak Silver	SC	C	3	20	TM
Each Silver gains * 1. Regenerate this creature. 1/1					
Coercion	SOR	C	3	20	VS, TM
Take 1 target opponent's hand and make him discard a card of your choice.					
Coffin Queen	SC	R	3	20	TM
You may choose not to untap Coffin Queen during your untap phase. • Put target creature and target any creature you can under your control. If queen sacrifices this game, if the Queen becomes untargetable in your lose control of Coffin Queen.					
Coils of the Medusa	EC	C	3	20	WL
Enchanted creature gets * 1. Sacrifice Coils of the Medusa. Destroy off normal without blocking creature.					
Commander Greven di Vec	SL	E	3	20	TM
When Commander Greven di Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact, enchantment, and basic creatures. 7/5					
Contagion	HS	U	3	20	AI
You may 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two 2/2 counters on any number of creature.					
• Contract from Below	SOR	R	3	20	LUR
Discard your hand; draw an additional card plus seven cards.					
Corpse Dance	HS	R	3	20	TM
Bury 1. Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.					
Cosmic Horror	SC	R	3	20	LG, 4th
First strike. Pay 200 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7					
Crypt Cobra	SC	U	3	20	MG
If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3					
Crypt Rats	SC	C	3	20	VS
Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1					
Cuorabai Writhe	SC	C	3	20	AN, CH
Each player does 1 damage to any target; you choose first. 1/3					
Curse Artifact	EA	R	3	20	DK
Controller of target artifact must bury it during upkeep. • Lose 2 life.					
Cursed Land	EL	R	3	20	LUR, 4th, 5th
Each damage to controller of target land during upkeep					
Cyclopian Mummy	SC	C	3	20	LG, 4th
Remove Mummy from game if it goes to graveyard. 2/1					
Dance of the Dead	EC	R	3	20	IA
Bring 1 - 1000 from any graveyard into play on your side tapped and with 1 creature does not untap as normal. You must play 1.					

Name	Kid	CR	Rating	Cost	Sets Found
Description					
Dark Banishing	HS	C	3	20	LG, MG, TM
Bury target non-black creature.					
Dark Privilege	EC	C	3	20	VS
Each target creature gets * 1. Sacrifice a creature. Regenerate.					
Dark Ritual	HS	C	3	20	LG, 4th, MG, SH, TM
Add 1000 to your mana pool.					
Darkness	HS	C	3	20	LG
Each target non-black creature gets -1/-1 until end of turn.					
Darkling Stalker	SC	R	3	20	TM
• Regenerate Stalker. Stalker gets +1/+1 until end of turn. 1/1					
Darkport	SC	R	3	20	LUR
Put the top card of your library, without the top 10 cards, into your mana pool.					
Death Embroe	EN	C	3	20	TM
• Target creature gets shadow until end of turn.					
Death Ghoul	SC	C	3	20	TM
Shadow. Whenever any creature with shadow is put into any graveyard from your library, add 1 to your life counter.					
Death Horror	SC	C	3	20	TM
Shadow. Death Horror cannot be blocked by white creatures. 2/1.					
Death Marrow	SC	C	3	20	TM
Shadow. Death Marrow cannot be blocked by white creatures. 2/1.					
Death Mercenary	SC	U	3	20	TM
• +1/+1 until end of turn. 2/1					
Death Midriff	SC	C	3	20	TM
Shadow. Death Midriff can't attack and block. Defending player chooses and discards three cards. Use this ability only if Death Midriff is attacking and unlocked 2/1.					
Death Slayer	SC	C	3	20	TM
Shadow. Death Slayer attacks 4 able 2/2.					
Death Pit of Ruth	EN	R	3	20	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Watch	EC	C	3	20	VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and toughness.					
Deathtrap	EN	U	3	20	LUR, 4th, 5th
• Counter a green spell.					
Deathstroke	INT	R	3	20	LUR, 4th, 5th
Change the color of one card being played or in play to black.					
• Demonic Attorney	SOR	R	3	20	LUR
Unless opponent concedes game, both players draw an extra card and					
Dread of Night	EN	U	3	20	TM
All white creatures get -1/-1.					
Dread Specter	SC	U	3	20	MG
Whisper. Dread Specter blocker is marked by a non-black creature.					
Dread Wight	SC	R	3	20	AJ
At the end of turn, put a permanence counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a permanence counter, it remains tapped until end of turn. The creature controller may pay 1 to remove a counter of any type. 3/4					
Dregs of Sorrow	SOR	R	3	20	TM
Destory 1 target nonblack creature. Draw 2 cards.					
Drift of the Dead	SC	U	3	20	IA
Counters in a well. Drain the Dead has power and toughness each equal to the number of unique-colored lands you control.					
Drudge Skeletons	SC	C	3	20	LUR, 4th, 5th
• Regenerate 1.					
Drudge Spell	EN	U	3	20	HL
• Remove 2 creatures from graveyard. Bring Skeleton token into play. Skeleton is a black 1/1 creature. Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.					
Dry Spell	EN	R	3	20	HL
Dry Spell deals 1 damage to each creature and player.					
Dystopia	CL	U	3	20	AJ
CL. One life. During each player's upkeep, if that player controls any green artifacts, he sacrifices a green or white permanent.					
Enter of the Dead	SC	U	3	20	DK
Choose a creature in any graveyard and remove it from the game. Untap Enter of the Dead. 3/4					
Ebon Predator	SC	R	3	20	FE
Trample, first strike. Put a -2/-2 counter on Ebon Predator during upkeep. Sacrifice 1 creature during upkeep to remove a -2/-2 counter, adding a +1/+1 counter if # that was sacrificed. 5/5					
Ebony Charm	HS	C	3	20	MG
Charms one target player unless it interferes with you. It is removed from the game upon removing it from any card in any player's graveyard, or target creature can only be blocked by artifact or black creatures.					
Ebony Hand	SC	R	3	20	AN, R, 4th
Gain 1 life for every point of damage Ebony Hand inflicts. 1/1					
Endless Scream	EC	C	3	20	TM
Enchanted creature gets +X+0.					
Entombment	EC	C	3	20	MG, TM



Intuition and Bösim Strip: When Weatherlight came out our intuition told us that Bösim Strip was a kick-ass card. Tempers' Intuition proves we were right. "Let's see... I'll search my library for a Time Walk, an Ancestral Recall and a Pionic Blast. Which one do I get to keep, and which two go to the top of my graveyard?"

Name	Kid	CR	Rating	Cost	Sets Found
Description					
Demonic Consultation	HS	U	3	20	IA
Put the top 10 cards of your library from the game into your hand. Add the rest to your hand. Add the rest to your hand.					
Demonic Hordes	SC	R	3	20	LUR
• Huntley target land. Pay 1000 - 1000 times. Hordes are tapped and can't be blocked except by artifact, enchantment and basic creatures. 5/5					
Demonic Torment	EC	U	3	20	LG
Target creature deals no damage during combat and may not attack.					
Demonic Tutor	SC	U	3	20	LUR
Choose one card from your library or to your hand.					
Derelict	SC	R	3	20	FE, 5th
Your black spells cost an additional 1/4.					
Desolation	EN	U	3	20	VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices it. If a plane is sacrificed in this way, Desolation deals 2 damage to that plane's controller.					
Diabolic Effect	INS	C	3	20	TM
Target player sacrifices a creature.					
Birthing Wraith	SC	C	3	20	MG
Swampwraith. +1/+0 until end of turn. 1/3.					
Diseased Vermin	SC	U	3	20	AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter. If Vermin damages a player in combat, put on counter on it. 1/1.					
Disturbed Burial	SOR	C	3	20	TM
Buyback. Put target creature from your graveyard to your hand.					
Desecrate	SC	R	3	20	WL
Put your life rounded up. Put your graveyard into the top of your library then shuffle all the cards of your library from the game. Put the rest on top of your library in any order.					
Devastating	SC	U	3	20	WL
Pay half your life rounded up. Put your graveyard into the top of your library then shuffle all the cards of your library from the game. Put the rest on top of your library in any order.					
Distortionary	SC	R	3	20	WL
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Pay half your life rounded up. Put your graveyard into the top of your library then shuffle all the cards of your library from the game. Put the rest on top of your library in any order.					
Distortionary	SC	R	3	20	WL
Pay half your life rounded up. Put your graveyard into the top of your library then shuffle all the cards of your library from the game. Put the rest on top of your library in any order.					
Distortionary	SC	R	3	20	WL
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Distortionary	SC	R	3	20	WL
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Distortionary	SC	R	3	20	WL
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Distortionary	SC	R	3	20	WL
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Distortionary	SC	R	3	20	WL
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MAGIC: THE GATHERING

Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Festerling Evil	EN	U	***	● ● ●	N	Hell's Caretaker	SC	R	***	3 ●	LG, SH	Koerkev Hex	SOP	U	**	3 ●	MG
During your upkeep, Festerling Evil deals 1 damage to each creature and player. ● ● ●. Sacrifice: Do 3 damage to each creature and player.						● ● ●. You must sacrifice 1 creature to put a creature in your graveyard.						● ● ●. You may target another creature and an additional creature.					
Feld Horror	SC	C	***	● ●	MG	Hidden Horror	SC	R	***	1 ●	W	Koerkev's Spike	SC	R	**	● ● ●	TS
● +1/+1 until end of turn: 1/2						● ● ●. You may target 1 creature and 1 artifact card or Baby Monitor. 4/4.						Sacrifice all permanents. Discard your hand. Target player loses 5 life.					
Fevered Convulsion	EN	R	**	● ●	TM	Horn Shade	SC	C	***	● ●	IA	Keeper of Trasshorn	SC	R	***	5 ●	AI
● ● ●. Put 1 counter or target creature into your graveyard.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to defending player.						If Keeper attacks and is not blocked, it does 10 damage to defending player.					
Fevered Strength	EN	R	**	2 ●	A	Horror of Horrors	EN	R	***	3 ● ●	LG	Kezzerdrax	SC	R	**	2 ● ●	TM
● ● ●. Put 1 counter or target creature into your graveyard.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to attacking player.						● ● ●. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Fledgling Dunn	EN	R	**	1 ●	W	Hypnotic Specter	SC	R	***	1 ● ●	LG, UP, 4th	Khalid Ghoul	SC	R	**	2 ● ●	AN
● ● ●. Put 1 counter or target creature into your graveyard.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to attacking player.						● ● ●. When it dies, gain 1 token and 1 token of fun for each creature that was destroyed.					
Flow of Moggots	EN	R	**	2 ●	IA	Icequake	EN	R	***	1 ● ●	LG	Kjeldor Dead	SC	R	***	● ●	IA, SM
● ● ●. You will not block any non-wall creature. 2/2.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to attacking player.						● ● ●. You must sacrifice 1 creature when Kjeldor Dead comes into play.					
Forbidden Crypt	EN	R	**	3 ● ●	MG	Illus's Shade	SC	R	***	3 ● ●	LG	Knight of Dusk	SC	R	***	1 ● ●	TM
Forbid 1 creature until your next turn. Instead, choose a card in your graveyard and put it in your library. If you do, you lose the game. When it is a permanent, remove it from the game.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to attacking player.						● ● ●. Target creature blocks. Knight of Dusk: 2/2.					
Forbidden Ritual	EN	R	**	2 ● ●	TS	Impison	EN	R	***	● ● ●	LG	Knights of Stromgold	SC	R	***	● ● ●	IA, SM
Forbidden until your next turn. If 2 creatures are present, you may repeat this process 1 more time. You may repeat this process 1 more time.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to attacking player.						● ● ●. You must sacrifice 1 creature when it is a permanent.					
Forsaken Wastes	EN	R	**	2 ●	MG	Imp's Taunt	EN	R	***	1 ●	TM	Koskun Falls	EN	R	**	2 ● ●	HL
Player cannot sacrifice Baby Monitor, Baby Monitor, or Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. Target creature attacks. Target player.						● ● ●. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Foul Familiar	EN	R	***	2 ●	A	Infernal Contract	EN	R	***	● ● ●	MG	Krovikan Elementalist	U	U	**	● ● ●	IA
● ● ●. Put 1 piece. ● ● ●. Sacrifice 1 life to return Foul Familiar to its owner's hand.						● ● ●. You must attack and defend. If you do, do 6/6. No damage to attacking player.						● ● ●. You must attack and defend. If you do, do 6/6. Give a creature you control 1 life.					
Frankenstein's Monster	SC	R	**	● ● ●	DK	Infernal Darkness	EN	R	***	2 ● ●	IA	Krovikan Fetish	EN	R	**	2 ● ●	IA, SM
Frankenstein's Monster: Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. All magic-producing cards produce 1 instead of their normal mana.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Frozen Shade	SC	R	***	2 ●	LG, SM	Legion of Lim Dul	EN	R	***	3 ● ●	IA	Krovikan Horror	SC	R	● ●	3 ● ●	AI
● ● ●. Until end of turn: 0/0.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. At the end of your turn, Krovikan Horror is in your graveyard with 0 life. If Baby Monitor is the target of a successfully cast spell, that spell ends. If Baby Monitor is the target of a successfully cast spell, that spell ends. If Baby Monitor is the target of a successfully cast spell, that spell ends.					
Funerl Chorm	EN	R	***	● ● ●	TS	Lich	EN	R	***	3 ● ●	TM	Krovikan Plague	EN	U	● ●	2 ● ●	AI
Funerl Chorm: Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Funerl March	EN	R	***	● ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Vampire	SC	R	***	3 ● ●	IA
Funerl March: Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gallowbrand	EN	R	***	3 ● ●	W	Leshroc's Rite	EN	R	***	● ● ●	IA, SM	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Put 1 piece. ● ● ●. Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gengrenous Zombies	SC	R	***	1 ● ●	IA	Leshroc's Sigil	EN	R	***	● ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gete to Phyrexia	EN	R	***	● ● ●	AQ	Leshroc's Seal	EN	R	***	● ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
Gete to Phyrexia: Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Ghost Hounds	EN	R	***	1 ● ●	HL	Lich	EN	R	***	3 ● ●	TM	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
Ghost Hounds: Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Ghosts of the Damned	SC	R	***	1 ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Giunt Slug	EN	R	***	1 ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gloom	EN	R	***	2 ● ●	LG, SH	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
Wind spells and white enchantment costs now require an extra 3.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Glyph of Doom	EN	R	***	● ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Grandmother Sengir	EN	R	***	1 ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Grave Robbers	EN	R	***	1 ● ●	DK	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Remove an artifact from your graveyard. Gain 1 life.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gravestone Zombie	EN	R	***	1 ● ●	MG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Put it into graveyard trash play. Put it on top of owner's library. 3/2.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gravebind	EN	R	***	1 ● ●	IA	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Turn your graveyard into the grave where monsters come to life. You may not sacrifice Baby Monitor. If Baby Monitor is the target of a successfully cast spell, that spell ends.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Gravedigger	SC	R	***	1 ● ●	TM	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Grave Servitude	EC	C	***	● ● ●	MG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +2/+2 and -2/-2.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Greater Werewolf	EN	R	***	4 ● ●	LG, SH	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. After combat, put 1/1 counter on all creatures that attacked werewolf. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Greater Werewolf	EN	R	***	4 ● ●	LG, SH	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Harbinger of Night	EN	R	***	2 ● ●	MG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Haasan's Oppression	EN	R	***	1 ● ●	W	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Hannibal	EN	R	***	1 ● ●	LG, SH	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Hecatomb	EN	R	***	1 ● ●	LG, SH	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Hell Swarm	EN	R	***	● ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. You call all creatures 1/1 until end of turn.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Hellfire	EN	R	***	2 ● ● ●	LG	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Destroy all non-blocker creatures. Hellfire does 1-3 damage to you, where 1 is the number of creatures present in the graveyard.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Hellstone	EN	R	***	1 ● ●	HL	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					
Hectomb	EN	R	***	1 ● ●	LG, SH	Lim Dul's Revenants	EN	R	***	3 ● ●	IA	Krovikan Werewolf	EN	R	● ●	3 ● ●	IA
● ● ●. Prevents the stealing, destruction, or enchantment of your creatures.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.						● ● ●. You must attack and defend. If you do, do 6/6. Gain 1 life. Your target 3 creatures. All your opponents' creatures do 3 damage to them. 4/4.					

MAGIC

The Gathering

PLAYERS GUIDE

Name	Edn	CR	Rating	Cost	Sets Found
Description					
Minion of Tovess Szat	SC	R	***	4 ● ● ●	IA
Pry	●	●	●	●	●
When you play Minion of Tovess Szat, pay 2 damage. ● Give target creature.					
Minion of the Wastes	SC	R	***	3 ● ● ●	TM
Trample	When you play Minion of the Wastes, pay any amount of life.				
Minion has power and toughness equal to that amount. /					
Mirr Shola	SC	U	**	● ●	MG
● Soulcage a swamp. Put a +1/+1 counter on Mirr Shola. 1/1					
Mischiefous Pothgeist	SC	U	***	● ● ●	WL
Flying, Pay 1 life. Regenesis: 1/1.					
Misformation	INS	U	***	● ●	AB
Put 3 lands from an opponent's graveyard on top of his library in any order.					
Mold Demon	SI	U	●	5 ● ●	LG
Sacrifice 2 swamps when casting Mold Demon or bury it. 6/6					
Mole Worms	SC	U	● ●	● ●	IA, 5th
● Top o land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.					
Moar Fiend	SC	C	***	● ● ●	IA
Swampwalk: 3/3.					
Morwen	SC	R	***	3 ● ●	WL
Flying, CU 1 life. 5/4.					
Murk Dwellers	SC	C	**	● ●	DK, 4th, 5th
If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2					



Name	Edn	CR	Rating	Cost	Sets Found
Description					
Nameless Roce	SC	R	**	● ●	DK
Trample	When you play Nameless Roce, whose * is at most the total number of white cards all your opponents have in play and in their graveyards. *				
Necrotog	SC	U	***	● ● ●	WL
Remove the top creature card in your graveyard from the game. +2/+2 until end of turn. 1/2.					
Necroline	SC	C	**	● ● ●	FE, 5th
If Necroline attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.					
Necromancy	EN	U	***	● ● ●	V5
You may play Necromancy as an instant; if you do, bury it at end of turn. When you play Necromancy, choose a creature in your grave-yard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.					
Necropotence	EN	R	***	● ● ●	1/5th
Stop your draw phase. ● Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next second phase.					
Necrosavant	SC	R	***	● ● ●	V5
● ● ● Sacrifice a creature. Put Necrosavant in play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.					
Nekrolot	SC	U	***	2 ● ●	V5
First strike. When Nekrolot comes into play, bury target nonartifact, nonblock creature. 2/1					
Netter Wholes	SC	R	**	● ●	LUR, 4th, 5th
If three creatures are above Shadow in graveyard, it can return to play, during controller's upkeep. Unleashed by summoning sickness. 1/1					
Netter Void	EV	R	***	● ● ●	16
All lands are countered unless their controller spends an additional 3.					
Netting Imp	SC	U	**	● ●	LUR
● Target non-wall creature must attack or Die. At end of turn. 1/1.					
Nightmare	SC	R	**	● ●	LUR, 4th, 5th
Flying. Power and toughness equal number of swamps. Controller has -/-. All block creatures get +2/+0 until end of turn.					
Normal Head	INS	U	**	● ●	MG
All block creatures get +2/+0 until end of turn. 1/1.					
Morrin	SC	U	**	● ●	IA
● Untap a blue creature. Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.					
Death of Lim-Dul	EN	R	***	● ● ●	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. ● Draw a card.					

Name	Edn	CR	Rating	Cost	Sets Found	Name	Edn	CR	Rating	Cost	Sets Found
Description											
Odylic Wraith	SC	U	***	● ●	WL	Blood of the Machine	SOR	R	****	● ● ●	A
Swampwalk. If Odylic Wraith damages any player, that player chooses and discards a card. 2/2.						Sacrifice a creature to gain control of a non-block, non-artifact creature.					
Order of the Ebon Hand	SC	C	***	● ●	FE	Royal Assassin	SC	R	***	● ● ●	LUR, 4th
Protection from white. ● +1/+0. First strike. 2/1.						● Destroy any tapped creature. 1/1					
Oubliette	SC	U	● ● ●	● ● ●	AM	Sorcery	ARS	U	●	● ●	LUR
Place target creature out of play. If Oubliette leaves play, creature returns tapped.						Sacrifice a creature to get +1 equal to that creature's casting cost					
Powful Memories	SOR	U	***	● ●	MG	Soulless Glass	EC	C	●	● ●	TIM
Look at target opponent's hand and put one card on top of his or her library.						Whenever any creature is put into any graveyard from play, put a +1/+1 counter on an enchanted creature.					
Porphyry	EC	C	● ● ●	● ● ●	LUR, 4th, 5th	Sorcery	EN	R	**	● ●	TIM
Top target creature. Target creature doesn't untap as normal. Creature's controller may spend ● to untap during upkeep.						When Sorcery comes into play, put a Zombie Token into play. Treat this token as a 3/3 black creature. During your upkeep, if there are no Zombies in play, Sorcery deals 1 damage to you.					
Perish	SOR	U	***	● ●	TM	Scab-Zombie	SC	C	●	● ● ●	LUR, 4th, 5th
Destroy all green creatures. Those creatures cannot be regenerated this turn.						2/2. 2/2.					
Persistence	EN	C	***	● ● ●	LUR, 4th, 5th	Scavenging Ghoul	SC	U	**	● ● ●	LUR, 4th
● Do 1 damage to each creature and all players. Bry Persistence if there are no creatures in play at the end of any turn.						At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Scab-Zombie. 2/2.					
Pestilence Rats	SC	C	● ● ●	● ● ●	IA	Screening Harpy	SC	U	***	● ● ●	TIM
● equals the number of other Rats in play. +3/3.						Evolve. ● Regenerate Screening Harpy. 2/2.					
Phantom Fang	SC	C	● ● ●	● ● ●	AI	Season of the Witch	EN	R	***	● ● ●	DR
● +1/+1 until end of turn. ● Switch Fang's power and toughness.						At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 1 life during upkeep or Season is destroyed.					
Phryxius Bone	EC	C	● ● ●	● ● ●	AI	Seizures	EC	C	●	● ●	MA
A long enchanted creature is black. It gets +2/+1, otherwise it gets +1/+2.						When target creature becomes tapped, that creature's controller must pay 3. Bry Seizures does 3 damage to him.					
Phryxius Gremmils	SC	C	● ● ●	● ● ●	AQ	Singer Autocrat	SC	R	***	● ● ●	H1
● Tap an artifact. As long as Gremmils are tapped, that artifact does not untap as normal. You may choose not to untap Gremmils. 1/1.						When Autocrat enters play, put 3 smart tokens into play. Smart these as 0/1 black creatures. If Autocrat smarts play, smart your smarts. 2/2.					
Phryxius Tributes	SC	C	● ● ●	● ● ●	MG	Singer Bats	SC	C	● ● ●	HI	
● +1/+1 until end of turn. ● Switch Tributes' power and toughness.						Flying. For each creature put into the graveyard in the same turn that it was downed by Bats, Bats receive +1/+1.					
Pillar Tombs of Alca	EW	C	● ● ●	● ● ●	VS	Singer Vampire	SC	U	***	● ● ●	LUR, 4th
During each player's upkeep, that player sacrifices a creature, or that player loses 3 life and you buy Pilgr Tombs of Alca.						For each creature put into the graveyard in the same turn that it was downed by vampire, vampire receives +1/+1.					
Pit Imp	SC	C	● ● ●	● ● ●	TM	Servant of Valrath	SC	C	●	● ● ●	TM
● Pit Imp gets +1/+0 until end of turn. You cannot spend more than 3 in this way each turn. 0/1.						If Servant of Valrath leaves play, sacrifice a creature. 3/3.					
Plague Rat	SC	C	● ● ●	● ● ●	WL	Sewers of Estark	INS	R	**	● ● ●	PR
Power and toughness equal number of Plague Rats in play.						If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.					
Plax	SC	R	***	● ● ●	IA	Sewer Rats	SC	C	***	● ● ●	MG
Each player sacrifices 1/3 of their life, then they must discard 1/3 of the lands in their home field. Then they must sacrifice 1/3 of their creatures. Finally, they must sacrifice 1/3 of their lands. Round-robin loss 1.						● Pay 1 life: +1/+0 until end of turn. You cannot spend more than 1 in this way each turn. 0/1.					
Priest of Yawgmoth	SC	C	● ● ●	● ● ●	AD	Shadow Guidance	SC	C	● ● ●	● ● ●	MG
● Sacrifice an artifact and add ● equal its cost to your mana pool. 1/2.						● Put target creature you control on top of owner's library.					
Port of Urborg	SC	R	***	● ● ●	MG	Shadow Keder	SC	C	● ● ●	● ● ●	WL
First strike when attacking. ● Put a +1/+1 counter on Puma. Use only when a block spell is cast and only once for each spell. 2/3.						Flanking. 3/3.					
Python	SC	C	● ● ●	● ● ●	VS	Shadow Grove	INS	R	***	● ● ●	MG
3/2.						Flying. Put top creature from your graveyard in play. Creature is unaffected by summon sickness and is removed from game at end of turn.					
Quagmire	EN	R	●	● ●	LG	Shattered Crypt	SC	C	● ● ●	● ● ●	WL
● interacts with swampwalk, may be blocked as normal.						Return X creatures from your graveyard to your hand and lose X life.					
Ray Man	SC	R	***	● ● ●	DK 4th, 5th	Shadowshrike	SC	C	● ● ●	● ● ●	MG
● Examine opponent's hand. Opponent must randomly discard a creature if any are in hand. 2/1.						Cannot attack if there is another creature in play. During your upkeep, lose 3 life. ● Remove target creature from the game and put a +1/+1 counter on Shaku. 5/5.					
Rain of Tears	SOR	U	***	● ● ●	TM	Shadow Night Stalker	SC	U	***	● ● ●	LG CH
Destroy target land.						● Redact damage done to you by an attacking creature to Stalker. 4/4.					
Raise Dead	SOR	C	● ● ●	● ● ●	LUR, 4th, 5th	Simulacrum	INS	U	***	● ● ●	LUR 4th
Bring a creature from your graveyard into your hand.						Redact all damage done to you this turn to one of your creatures.					
Rats of Rath	SC	C	● ● ●	● ● ●	TM	Sinkhole	SC	C	● ● ●	● ● ●	LI
● Destroy target artifact creature, or land you control. 2/1.						Destroy a land.					
Ravenous Vampira	SC	U	***	● ● ●	MG	Skulking Ghost	SC	C	● ● ●	● ● ●	MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampira, or tap Vampira. 3/3.						Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.					
Razortooth Rats	SC	C	● ● ●	● ● ●	WL	Skybound Vampire	SC	U	***	● ● ●	TM
Cannot be blocked except by artifact creatures and black creatures. 2/1.						Flying. Discard a creature card. Vampire gets +2/+2 until end of turn. 3/3.					
Reanimate	SOR	U	● ● ●	● ● ●	TM	Soldier Adonis	SC	C	● ● ●	● ● ●	AI
Put target creature from any graveyard into play under your control.						● Sacrifice a block or artifact creature to add an amount of ● equal to that creature's casting cost to your mana pool. 1/2.					
Reckless Spite	INS	R	● ● ●	● ● ●	TM	Songs of the Damned	MS	C	● ● ●	● ● ●	IA
Destroy two nonblock creatures. Lose 5 life.						Add ● to your mana pool for every creature in your graveyard.					
Reign of Terror	SOR	U	● ● ●	● ● ●	MG	Sorceress Queen	SC	R	***	● ● ●	AN R 4th, 5th
● Kill all white or green creatures. Lose 2 life for each creature.						● Target creature becomes 0 until end of turn. 1/1.					
Restless Dead	SC	C	● ● ●	● ● ●	MG	Soul Burn	SOR	C	● ● ●	● ● ●	IA
● Regenerate Restless Dead. 1/1.						Do one damage to any target for each ● or ● spent above the casting cost. 1st. Gain one life for each ●.					
Spells of Evil	TNT	R	***	● ● ●	IA	Spells of War	SOR	R	***	● ● ●	IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.					
Spells of War	SOR	R	***	● ● ●	IA	Spells of Decay	INS	C	● ● ●	● ● ●	IA
Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.						All non-artifact creatures get +1/-1 until end of turn.					

Name Description	Fin	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Stench of Evil	SOR	U	***	●●●	IA	Wall of Putrid Flesh	SC	U	**	●●	LG	Acid Rain	SOR	R	***	●●	LG
Destroys all plants. Each player takes one damage for each plant he loses this way, but may pay ● for each point he wishes to prevent.						Protects from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 7-4						Destroys all insects in play.					
Stone-Throwing Devils	SC	C	***	●	AN	Wall of Shadows	SC	C	**	●●	LG, CH	After Storm	EN	U	***	3 ●	HL, SH
First strike 1/1.						Destroys 1 creature to Wall of Shadows & reduces to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.					If summon spells may be cast. Anyone may pay 4 life to fury storm.						
Strands of Night	EN	U	***	●●●	WL	Wall of Tombsstones	SC	C	**	●●	LG	An Elemental	SC	U	***	3 ●●●	LU, IR, 4th, SH
● Pay 1 life. Sacrifice a swamp. Put target creature card from your graveyard into play.						The number of creatures in your graveyard: 0-1*					Flying 4/4						
Stronghold Cabal	SC	R	***	●●●	IA, 5th	Warp Artifact	EA	E	**	●●	LUR, 4th, SH	Ammunition	SOR	U	****	3 ●●●●	DK
● Pay 1 life to counter a white spell. 2/2.						Damage to target artifact controller during upkeep.					Card in target player's hand. Target discards all non-land cards.						
Stronghold Spy	SC	U	***	●●	AI	Wave of Terror	EN	E	**	2 ●	WL	Ancestral Knowledge	EN	R	***	1 ●	WL
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table 2/4.						At the end of your upkeep, bury 1 life creature with casting cost equal to twice its former life point maximum.					When Ancestral Knowledge comes into play, look at the top card of your library, then return any number of them to the game and put the next card in or out of your library in any order. If Ancestral Knowledge leaves the library, put it back.						
Stinger	SOR	U	***	●●●	MG	Weakness	EN	C	**	●●	LUR, 4th, SH	Ancestral Memories	SOP	R	***	2 ●●●	MG
Opponent discards a card at random, then chooses and discards a card.						Target creature loses 2. 1					Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.						
Surprise Assassin	SC	U	***	●●●	VS	Wicked Reward	INS	C	**	1 ●	VS	Ancestral Recall	INS	R	****	●	LL
Assassin cannot be blocked except by artifact or basic creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1						Sacrifice a creature. Target creature gets +1/+2 until end of turn.					Target player draws 3 cards.						
Swamp Mosquito	SC	C	**	●●	AI	Will O' The Wisp	SC	R	***	●●●	LUR, 4th	Animate Artifact	EA	U	**	3 ●	LUR, 4th
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1						Regenerate. Will O' The Wisp. 0/1					Tarot Interaction: artifact describes an artifact creature with power and toughness = casting cost. Target replaces any other abilities.						
Syphon Seal	SC	C	**	●●	16	Withering Boom	INT	C	**	1 ●	MG	Anti-Magic Aura	EC	C	**	1 ●	16, SH
Do 2 damage to all players except caster. Gain life equal to total damage dealt.						Target creature targeted common spell.					Target life耗尽時，飛出所有法術。Enchanted creature cannot be targeted by any other instant, sorcery, or enchantments.						
Twisted Specter	SC	C	**	●●●	MG	Withering Wrists	EN	E	**	1 ●●	IA	Apophysis	EF	C	***	1 ●	WL
Twisted Specter's target is a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2						● 1 damage to all creatures and objects. Tax control spend more than the number of known permanent you control. Discard if there are no targets left by end of turn.					Enchanted creature does not untap during its controller's untap phase. During the gathering of enchanted creatures, controller that player may not untap or respond to using that creature.						
Takklemogot	EC	U	***	●●●	LG, CH	Word of Binding	SOR	C	***	●●●	DK 4th	Apprentice Wizard	SC	C	***	3 ●●●	DK, 4th
Give target a 0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If it targets Takklemogot becomes an enchantment and does 1 damage during upkeep to its last controller.						Target creature loses 1. 1					Target creature gains 1. 0 damage to all creatures and objects. Tax control spend more than the number of known permanent you control. Discard if there are no targets left by end of turn.						
Ter Pit Warner	SC	C	***	●●●	VS	Worms of the Earth	EN	E	**	2 ●●●	DK	Arane Denial	INT	C	***	1 ●●	AI
If Ter Pit Warner is the target of a spell or effect, play Warner. 3/4						Play any card from opponent's hand using his own lands.					Target spell. Spell's sister may draw up to two cards at the beginning of the next turn. Compel.						
Tendrils of Despair	SC	C	***	●●●	WL	Worms of the Earth	EN	E	**	2 ●●●	DK	Awakened Restoration	SOR	U	**	3 ●●●	WL
Sacrifice a creature: Target opponent chooses and discards two cards.						He now finds many better cards to play. During my upkeep, any player may destroy Arrows by sacrificing 2 lands or 1 life.					Put target artifact card from your graveyard into play.						
Terrier	NS	C	***	●●●	LUR, 4th, SH	Touchstone Starwell	EW	R	***	●●●	MG	Army's Ascend	EN	C	***	1 ●●●	IA
Play target creature. Cannot target block or artifact creatures.						Communication Upgrade. 1/1 During each player's upkeep, the pots into play a token for every creature in the graveyard. These tokens are 1/1, have 1 toughness and are unaffected by summon sickness and count as zombies. Bury tokens at the end of any turn.					(C) (D) Target creature gains 1. Playing until end of turn.						
Thrill Champion	SC	R	**	●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Avroko	SC	U	***	1 ●●●	WL
All Thrills get +1/+1. ● Take control of target Thrill. When Thrill Champion leaves your control or play, you lose control of it. 2/2.						Communication Upgrade. 1/1 During each player's upkeep, the pots into play a token for every creature in the graveyard. These tokens are 1/1, have 1 toughness and are unaffected by summon sickness and count as zombies. Bury tokens at the end of any turn.					Play your next upkeep phase. Avroko gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.						
Thrill Champion	EC	U	***	●●●	FE, 5th	Touchstone Starwell	EW	R	***	●●●	MG	Awakened Presence	EC	C	***	1 ●●●	AI
Give target a +1/+1 counter during controller's upkeep.						Communication Upgrade. 1/1 During each player's upkeep, the pots into play a token for every creature in the graveyard. These tokens are 1/1, have 1 toughness and are unaffected by summon sickness and count as zombies. Bury tokens at the end of any turn.					Enchanted creature can't be blocked unless defending player pays an additional 1 for each creature assigned to block it.						
Thimmon Friends	SC	R	***	●●●	FE, 5th	Touchstone Starwell	EW	R	***	●●●	MG	Azumondru Drake	SC	C	***	1 ●●●	MG
● ● Sacrifice Thimmon Friends: Buy target opponent's artifacts and put it in your graveyard. Put Thimmon Friends into its graveyard. If change a permanent. Opponent may ante an additional card to counter this effect. 1/1						All Thrills get +1/+0 until end of turn. You cannot spend more than this way each turn. 1/3.					Flying. Flying +1/+0 until end of turn. You cannot spend more than this way each turn. 1/3.						
Tomstone Starwell	EW	R	***	●●●	MG	Touchstone Starwell	EW	R	***	●●●	MG	Azuro Drake	SC	U	***	1 ●●●	LG, CH, SH
Communication Upgrade. 1/1 During each player's upkeep, the pots into play a token for every creature in the graveyard. These tokens are 1/1, have 1 toughness and are unaffected by summon sickness and count as zombies. Bury tokens at the end of any turn.						Touchstone Starwell	EW	R	***	1 ●●●	MG	Bacchus Fire	SC	U	***	1 ●●●	LG, 4th
Torture	EN	C	**	●●	HL, SH	Touchstone Starwell	EW	R	***	●●●	MG	Bacchus Fire	SC	U	***	1 ●●●	LG, 4th
● 1 damage. I token on creature torture enchantments.						Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Darkness	INS	U	●	●●	LG	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
● 1 damage to one or more creatures to block until end of turn.						Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	SC	C	**	●●	IA, SH	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
● 1 damage to any player and gain 1 life. Lanthip.						Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	EN	U	***	1 ●●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
● 1 damage to any player who puts a forest into play without putting a forest on another creature he controls.						Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	EN	U	●	●●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	SC	C	**	●●●	IA, SH	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	EN	U	●	●●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	SC	C	**	●●●	IA, SH	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	EN	U	●	●●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	SC	C	**	●●●	IA, SH	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	EN	U	●	●●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	SC	C	**	●●●	IA, SH	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
Touch of Death	EN	U	●	●●●	FE	Touchstone Starwell	EW	R	***	●●●	MG	Baldur's Curse	SC	R	●	2 ●●●	HL
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MAGIC The Gathering®

players' guide

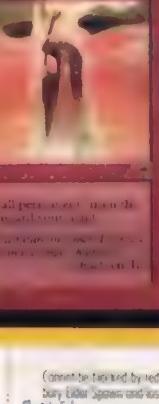
Name	Kind	CR	Rating	Cost	Sets Found
Description					
<i>Glareyeance</i>	INS	C	••	•	M
Look at target player's hand. Draw a card at beginning of next turn					
<i>Cloud of Invisibility</i>	EE	C	•••	•	MC
Enchanted creature gains phasing and can only be blocked by Walls					
<i>Clone</i>	SC	U	•••	•	LUF
Clone acquires all characteristics, including color, of target creature					
<i>Flying</i> <i>Cloud Djinn</i>	SC	U	•••	•	WT
Flying Cloud Djinn can block only creatures with Flying. 5/4					
<i>Cloud Elemental</i>	SC	C	•••	•	VS
Flying Cloud Elemental can block only creatures with Flying. 2/3					
<i>Central Magic</i>	EC	U	•••••	•	1, DR, C
Gain control of target creature as long as Central Magic remains on creature					

KILLER COMBOS



— Scroll Rack and Apocalypse: Apocalypse is a dark, powerful card, but casting it without preparation will leave you stranded like an Ouphe in Bogardon. Before you go bringing on the end of the world, get ready for the fall-out by making a shopping list—and then putting those items on top of your library. You'll be saying, "Apocalypse, wow!"

• Copy Artifact	EN	1	● ● ● ● ●	L,U,J
Entangle, artifact in play. Treat as both an enchantment and an artifact.				
Cord Pinger				
If Fighter attacks and is not blocked, look at top card of defender's library. If it is any non-land card on the battlefield, the library.				
Coral Guard	EN	1	● ● ● ● ●	
Put 4 power counters on Red. Sacrifice an instant for 2 polyphs. Place 1 + 1 counter on a blue creature you control. Remove 1 power.				
Countermine	NT	1	● ● ● ● ●	L,R,A,T,H,S,T,N
Counter target spell as it is being cast.				
Creature Bond	EC	1	● ● ● ● ●	1,L,R,A,T
If target creature goes to the graveyard, do damage equaling creature's toughness to a controller.				
Dance of Many	EH	8	● ● ● ● ● ● ● ●	D,K,CH,S,T
Put 1 token, replace play and treat it as a duplicate of target creature if either the source or Dance of Many leaves play, both must be destroyed. Play during upkeep or destroy Dance of Many.				
Dandelion	SC	1	● ● ● ● ●	AM,CH,S,T
Islandhome, 4/1				
Daring Apprentice	SC	8	● ● ● ● ● ● ● ●	MC
● Daring Daring Apprentice: Counter target spell. 1				
Dark Maze	SC	1	● ● ● ● ●	HL,S,T
● Shock this turn. At the end of turn, remove Maze from the game. Maze cannot attack the turn 3 comes under your control.				
Deep Spawn	SC	10	● ● ● ● ● ● ● ● ● ●	FL
Turn 1: Take top 2 cards from your library and put them in your graveyard. Turn 2: Draw 2 cards. Turn 3: Spawns may not be target of spell or effect and end of turn. Tie spawn if it was interrupted. Does not untap as normal during your next upkeep. 6				
Deep Winter	EN	6	● ● ● ● ● ●	DN
All mino-produce lands under your control produce 1 until end of turn unless 1 of them uses mana.				
Deflection	NT	8	● ● ● ● ● ● ● ●	LA,SM
Tarot spell with one target now targets a legal target of your choice.				
Description	NT	8	● ● ● ● ● ● ● ●	
Counter target spell. If that spell is an artifact or summon spell, put that creature under your control as though it were just played.				
Devouring Deep	SC	8	● ● ● ● ● ● ● ●	LC
Islandhome, 1/2.				
Diminishing Returns	SOR	U	● ● ● ● ●	A
Each player sacrifices his hand and graveyard into his library. You remove the top 7 cards from game. Each player draws up to 7 cards.				
Dismises	INT	U	● ● ● ● ●	TM
Counter target spell. Draw a card.				
Disrupt	INT	6	● ● ● ● ● ●	WT
Counter target instant, interrupt or sorcery spell unless its controller pays an additional 1. Draw 2 cards.				
Disruptive	INT	6	● ● ● ● ● ●	MC
Counter target spell. Remove that card from the game.				
Drafter's Restraint	SOR	U	● ● ● ● ●	AC
Put as many artifacts as you like from target player's graveyard and place them on top of his library in any order.				

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	
Description						Description						
Drown Power	SOP	R	•••	•••	L, U, P, 4th, 5th	Fishlever Oil	EC	C	••	•••	AN, CH	
Top opponent's lands for mana and draw all mana in his pool into yours.						Give target creature islandland.	INS	P	•••	•••	MG	
Dream Calm	SOP		•••	•••	MG, TM	Flash						
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.						Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 1. If you control, bury the creature.						
Dream Coal	EC	C	•••	•••	LG	Flash Counter	INT	C	•••	•••	LG	
During your upkeep you may change target creature's color.						Counter target interrupt or instant spell.						
Dream Fighter	SC	C	•••	•••	MG	Flash Flood	INS	C	•••	•••	LG, CH	
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out 1/1.						Destroy target red permanent or return target mountain to owner's hand.						
Dream Tales	EN	U	•••	•••	V5	Flight	EC	C	•••	•••	L, U, R, 4th, 5th	
Creatures do not untap during their controllers' upkeep phase. Each nongreen creature's controller may pay an additional 1 during his or her upkeep to untap that creature.						Target creature now has flying.						
Dreams of the Dead	EN	U	•••	•••	IA	Flood	EN	C	•••	•••	BL, 4th, 5th	
•• Put a white or black creature from your graveyard into play. That creature now has CU. If creature leaves play, remove it from game.						•• Put target non-flying creature.						
Drowned	SC	C	•••	•••	DK	Flooded Shoreline	EN	R	••	•••	VS	
• Regenerates 1.						•• Return two islands you control to owner's hand. Return target creature to owner's hand.						
Duplicity	EN	R	•••	•••	TM	Floodgate	SC	U	•••	•••	MG	
When Duplicity comes into play, put the top five cards of your library face down. Duplicity doesn't care what you may do. Change the sets in your hand to the sets in Duplicity. At the end of your turn, return 2 card to your hand. Return 2 cards to your hand.						If 1 duplicate gains flying, bury it. If flying, play it if it fails to attack non-blue, non-flying creature. 1 damage for each 2 islands you have. 0.5% Flux.						
Elder Spanner	SC	R	•••	•••	16	Flux						
COMBOS												
↓ Scroll Rack and Apocalypse: Apocalypse is a done, powerful card, but casting it without preparation will leave you stranded like an Ophé in Bogordian. Before you go bringing on the end of the world, get ready for the fallout by making a shopping list—and then putting those items on top of your library. You'll be saying, "Apocalypse, wow!"												
												
Connect the two land by red creatures. Sacrifice an island during upkeep or bury Elder Spanner and cast 1/6.						↓ Scroll Rack and Apocalypse: Apocalypse is a done, powerful card, but casting it without preparation will leave you stranded like an Ophé in Bogordian. Before you go bringing on the end of the world, get ready for the fallout by making a shopping list—and then putting those items on top of your library. You'll be saying, "Apocalypse, wow!"						
Electric Ed	SC	U	•••	•••	DK	Force of Will	INT	C	•••	•••	AI	
•• Put 2 lands and Ed does 1 damage to you 1/1.						You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.						
Enchantment Alleviation	INS	U	•••	•••	LG, CH	Force Spike	INT	C	•••	•••	LG, 5th	
Switches your lands from a creature to another or from a land to another. The enchantment's controller does not change.						Counter target spell unless its controller spends 1.						
Energy Plane	EN	U	•••	•••	AQ, R, 4th, 5th	Force Void	INT	U	•••	•••	IA	
Energy Plane requires 2 energy upkeeps or it must be destroyed.						Counter target spell unless its controller spends 1. Counter						
Energy Tap	EN	U	•••	•••	LG, 4th	Foreshadow	INS	U	•••	•••	VS	
Tap, then 1 interrupted creature gets control. Add colorless mana equal to target creature's casting cost to your mana pool.						Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.						
Energy Voter	EN	R	•••	•••	MG	Foresight	SOR	C	•••	•••	AI	
At the beginning of your upkeep, remove all counter from Todek. During target creature's upkeep, he pays 1 life + 1 target creature to you. He takes a grand total of 3 damage. For 2 counters on Todek, use this ability only during your upkeep.						Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.						
Electric Ed	SC	U	•••	•••	DK	Forge	SOR	R	•••	•••	HL, 5th	
•• 2 lands and Ed does 1 damage to you 1/1.						Target player discards two cards and then draws two cards.						
Enchantment Alleviation	INS	U	•••	•••	LG, CH	Fyleramid	SC	U	•••	•••	BL, 4th	
Switches your lands from a creature to another or from a land to another. The enchantment's controller does not change.						Flying Fyleramid cannot be blocked by blue creatures. •• Target creature is blue until end of turn. 1/3.						
Energy Plane	EN	U	•••	•••	AQ, R, 4th, 5th	Gorous Form	EC	C	•••	•••	LG, 4th/5th, TM	
Energy Plane requires 2 energy upkeeps or it must be destroyed.						Target creature deals 100 damage in combat.						
Energy Tap	EN	U	•••	•••	LG, 4th	Ghost Ship	SC	U	•••	•••	DK, 4th	
Tap, then 1 interrupted creature gets control. Add colorless mana equal to target creature's casting cost to your mana pool.						Flying. •• Bury all creatures that damaged Abattox this turn. The controller of any of those creatures may pay 1 life to prevent that creature from being buried. Use only when Abattox dies. 1/1.						
Energy Voter	EN	R	•••	•••	MG	Giant Abattox	SC	C	•••	•••	HL	
At the beginning of your upkeep, remove all counter from Todek. During target creature's upkeep, he pays 1 life + 1 target creature to you. He takes a grand total of 3 damage. For 2 counters on Todek, use this ability only during your upkeep.						Flying. •• Bury all creatures that damaged Abattox this turn. The controller of any of those creatures may pay 1 life to prevent that creature from being buried. Use only when Abattox dies. 1/1.						
Everettle	WIS	C	•••	•••	IA, 5th	Giant Crab	SC	C	•••	•••	3/3.	
Say target creature, land, or artifact. Control.						•• Until end of turn, Crab cannot be the target of spells or abilities. 3/3.						
Erosion	EN	C	•••	•••	DK, 4th	Giant Oyster	SC	U	•••	•••	MG	
Destiny, target land unless controller pays 1 or plays 1. •• During upkeep.						You may leave Oyster tapped. •• Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a 1/1 counter on creature. If Oyster leaves play, all counters are discarded. 0/3.						
Errant Minotaur	EN	R	•••	•••	IA	Giant Shark	SC	C	•••	•••	DC	
During target creature's upkeep, it deals 2 damage to him. Then, he may play 1 or 2 cards to reduce the damage he inflicts to prevent.						When Shock looks at or is blocked by a steppe that has been damaged this turn, Shock gets +2/+0 and trample until end of turn. 4/4.						
Ertos's Familiar	EN	R	•••	•••	WL	Glacial Tortoise	SC	C	•••	•••	AN, 4th	
Phasing. If Ertos's Familiar leaves play, place the top 3 cards of your library below your lands. •• Ertos's Familiar cannot phase out until the beginning of your next upkeep. 1/2.						+0/+3 while untrapped. 1/1.						
Ertos's Handiwork	NT	R	••••	••••	TM	Glacial Wall	SC	U	•••	•••	MG, 5th	
When a target spell is successfully cast but failed, counter it. Xeromet 2. During a upkeep, if that spell has 0 energy counters, add a blue counter to the spell. If there are 0 energy counters on it, it resolves.						••						
Escaped Imposter	W	R	•••	•••	TM	Glyph of Delusion	INS	C	•••	•••	LG	
A white or white opponent with any creature with flying. Escaped Imposter can't be targeted by any creature.						Put 1 counter on target creature blocked by a spell where X is the power of the creature. Creature loses untap as normal while it has any counters on it. Remove 1 counter during its controller's upkeep.						
Essence Sphere	EC	C	•••	•••	IA	Hokum Loverswear	SC	R	•••	•••	MG	
Target creature gets +1/+1. Put a 0-1 counter on the creature during each of its controller's upkeeps.						Flying. •• Put 1 target creature商贸 blocked by a spell where X is the power of the creature. Creature loses untap as normal while it has any counters on it. Remove 1 counter during its controller's upkeep.						
Ether Well	INS	U	•••	•••	MG	Hominid	EC	C	•••	•••	FE	
Put target creature on top of owner's library. If that creature is red, you may choose to tap the bottom of your library instead.						Put 1 counter on Homind when it comes into play and during upkeep. Homind gets +1/+1 until end of turn. +1/+1 if it has 3+ counters. Remove all counters when there are 4 counters on Homind. 2/2.						
False Demise	EN	R	•••	•••	AI	Homard Shaman	SC	R	•••	•••	FE	
Unintended creature in play gets into the graveyard. Return that creature to play under your control as though it were last cast.						•• Tap target green creature. 2/1.						
Feedbacks	EN	R	•••	•••	LG, U, R, 4th, 5th	Homard Spawning Bed	EN	U	•••	•••	FE	
•• damage to controller of target enchantment during upkeep.						•• •• Sacrifice a blue creature to put X commands. 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Field of Dreams	EN	R	•••	•••	LG	Homard Warrior	SC	C	•••	•••	FE, 5th	
The top card in every library always: be tap up.						•• Warner may not be this target of spells or effects until end of turn. Tap Warner. It does not untap as normal during your next upkeep. 3/3						
Fighting Drake	SC	U	•••	•••	TM	Horned Turtle	SC	C	•••	•••	TM	
Flying. 2/4.						•• Kehang. Put X counters on Kehang when it comes into play. •• Put a counter on Kehang. •• Remove a counter to add 1 to your mana pool.						
Holiday Inn	EN	R	•••	•••	IA	Icy Prison	EN	R	•••	•••	IA, 5th	
Return 1 creature to your library. Play 1 creature out of play. During your upkeep, destroy Icy Prison. Any power, any type, 3/3 to prevent this.						Play 1 target creature out of play. During your upkeep, destroy Icy Prison. Any power, any type, 3/3 to prevent this.						
Illusory Presence	SC	R	•••	•••	IA	Illusory Forces	SC	C	•••	•••	IA	
•• During your upkeep, Illusory Presence gets the landwalk ability at your choice until next turn. 2/2.						•• 3/3. 4/4.						
Illusory Terrain	CU	U	•••	•••	IA	Illusory Presence	SC	R	•••	•••	IA	
•• All basic lands of one type are changed to basic lands of a different type of your choice.						•• During your upkeep, Illusory Presence gets the landwalk ability at your choice until next turn. 2/2.						

Name	Kind	CR	Rating	Cast	Description	Name	Kind	CR	Rating	Cast	Sets Found	Name	Kind	CR	Rating	Cast	Description		
Illusions Wall	SC	C	•••••	•••	IA	Mariel	SC	R	•••••	•••••	IM	Mystic Might	EL	R	•				
Flying, first strike	CU	7/4				Islandhome	Does not untap as normal	•••••	Sacrifice a creature to cast			•••••	CU	•••••	•••••		Top land to give a creature +2/+2 until end of turn		
Illusions of Grandeur	EN	R	•••	•••	IA	Mariel	Use only during your upkeep	•••••	1/0 until the end of turn				EN	C	•••••	•••••			
(U) At Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.						Do 1 damage to target enchanting creature without flying. 8/8							Mystic Remover	EC	•••••	•••••			
Impulse	IWS	C	•••••	•••	VS	Mystic Tutor	Flying	•••••	•••••				Mystic Remover	EC	•••••	•••••		You may draw a card whenever target opponent successfully casts a noncreature.	
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.						Mystic Veed	Mystic Veed as an instant; if you do, bury it at end of turn.						Mystic Veed	EC	•••••	•••••		Opponent may pay •• to counter this effect.	
In the Eye of Chaos	EW	R	•••	•••	LG	Enchanted creature cannot be the target of spells or effects.							Marwahl	SC	R	•••	•••••		
Counter all instants and interrupts unless caster pays an extra ••, where X is the cost of the spell being cast.						Nobie Be-afeter	Marwahl	•••••	•••••				Nobie Be-afeter	U	•••••	•••••	WL	Card from play, each player may search	
Infuse	IWS	C	•••	•••	IA	Memory Lapse	Marwahl	•••••	•••••				Old Man of the Sea	SC	R	•••••	•••••	AN	card and put that card into his or her hand. 2/2
Untap target artifact, creature or land. Contag.						Merchant Scroll	Memory Lapse	•••••	•••••				Old Man of the Sea	SC	R	•••••	•••••	AN	You may choose not to untap Old Man during your upkeep phase. You lose control of target creature if Old Man becomes untargeted or if its power becomes greater than the Old Man's power 2/3
Insight	EN	U	•••	•••	TIR	Merchant Scroll	Search your library for a blue instant or interrupt and add it to your hand.	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Whenever target opponent successfully casts a green spell, draw a card.						Merchant Ship	Merchant Scroll	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Inspiration	BWS	C	•••	•••		Merchant Ship	Merchant Ship	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Target player draws two cards.						Merchant Ship	Merchant Ship	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Interlude	INT	U	•••	•••	TIR	Merchant Ship	Merchant Ship	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.						Merfolk Assassin	Merchant Ship	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Intuition	IWS	R	•••••	•••	TIR	Merfolk Assassin	Merfolk Assassin	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.						Merfolk Raiders	Merfolk Assassin	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Invulnerability	EC	•••••	•••••	•••	LU	Merfolk Raiders	Merfolk Raiders	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Target creature may only be blocked by walls.						Merfolk Soar	Merfolk Raiders	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Invoke Providence	EN	R	•••••	•••••	LG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Counter an opponent's summon spell of a color different from one of your creatures unless he pays an extra ••, where X is the cost of the spell.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Island Fish Japonicus	SC	R	•••••	•••••	AN,R,4th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Islandhome. Pay ••••• during upkeep to untap 6/8.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Jinx	IWS	C	•••••	•••••		Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Target land becomes basic land of your choice until end of turn. Contag.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Sail	IWS	C	•••••	•••••		Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Top or untap target artifact, creature or land. Contag.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Jump	IWS	C	•••••	•••••	LUR,4th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Target creature has flying until end of turn.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Justuxtapose	SOR	R	•••••	•••••	LG,CH,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Castor and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Knight of the Mists	SC	C	•••••	•••••	VS	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Knight of the Mists	SC	C	•••••	•••••	VS	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Kraken Shred	SC	R	•••••	•••••	SL,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Kukukoso Pirates	SC	R	•••••	•••••	MG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Kukukoso Sorcery	SC	C	•••••	•••••	MG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Kukukoso Sorcery	SC	C	•••••	•••••	MG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Labyrinth Minotaur	SC	C	•••••	•••••	HL,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next upkeep phase. 1/4						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Land Tax	EN	R	•••••	•••••	LG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Entombed	IWS	C	•••••	•••••	TM	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Legacy's Allure	EN	U	•••••	•••••	TM	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
During your upkeep, you may put a resource counter on Legacy's Allure. Soulfuse Legacy's Allure. Permanently gain control of target creature with power no greater than the number of resource counters on Legacy's Allure.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Leg-Breakin'	SOR	R	•••••	•••••	LG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Permanently exchanged control of target artifact or creature for control of						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Leviathan	SC	C	•••••	•••••	DL,4th,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two lands to attack. 10/10						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Leviathan	SC	R	•••••	•••••	AI	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Opponent chooses. You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Life Tap	EN	U	•••••	•••••	TM	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Gain 1 life whenever opponent taps a forest.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Lord of Atlantis	SC	R	•••••	•••••	LUR,4th,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
All Merfolk in play gain islandwalk. cond.+1/-1, 2/2.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Musical Hack	INT	R	•••••	•••••	LUR,4th,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Change the text of a card being played or in play by matching one base type with another.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Mages of the Unseen	SC	R	•••••	•••••	IA,5th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
••••• Use one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner tapped at end of turn. 1/1						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Magma Dunn	SC	R	•••••	•••••	LUR,4th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
When Magma-War comes into play, return target creature to owner's hand. 2/2						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Chassis	EC	C	•••••	•••••	WL	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Enchanted creature gains "Cumulative unless 1."						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Drawn	INT	U	•••••	•••••	LG	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Counter target spell. At the beginning of your next maza phase, add to your mana pool colors equal to casting cost of spell.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Severance	SOR	R	•••••	•••••	TM	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Short	IWS	R	•••••	•••••	LUR,4th	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
All opponent's lands are tapped, opponent's mana pool is emptied.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Opponent is not damaged by unspent mana.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Vertex	EN	R	•••••	•••••	DL	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Sacrifice a land when casting Vertex. All players must sacrifice a land during upkeep. Vertex is destroyed when there are no lands in play.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Way	SC	C	•••••	•••••	WL	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Handsome. Cannot be blocked except by blue creatures. 3/3.						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Riders	SC	C	•••••	•••••	TM	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
••••• Maze Riders gains flying until end of turn. 1/1						Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••••	WL	
Maze Short	IWS	R	•••••	•••••	TM	Merfolk Soar	Merfolk Soar	•••••	•••••				Opinion	SC	U	•••••	•••		

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Set Found
Pupper Master	EC	U	•••••	16, CH	
If creature goes to the graveyard, return it to its owner's hand. You may pay ••••• to return Master to its owner's hand if this happens.					
Rainbow Elfeel	ST	R	•••••	V5	
Flying. ••• Rainbow Elfeel phases out. 3/1.					
Ray of Command	RNS	C	•••••	MJG, 5th	
Untap. Target controller may appoint and take control of it until end of turn. Creature is unaffected by summoning sickness.					
Ray of Erasure	RNS	C	•	IA	
Target player puts the top card of his library in his graveyard. Counter.					
Reality Ripple	RNS	C	•••••	M6	
Target artifact, creature, or land phases out.					
Reality Twist	EN	R	•••••	IA	
CD. ••• Instead of its normal mana, plants produce ••• swamps, produce ••• mountains produce •••, and forests produce •••.					
• Recall	SOR	U	•••••	16, CH, 5th	
Spells you cast to target them from your graveyard into your hand, then remove Recall from game.					
Reconstruction	SOR	C	•••••	AQR	
Bring an artifact from your graveyard into your hand.					
Reef Pirates	ST	C	•••••	HJ, 5th	
If Reef Pirates damage an opponent, opponent takes the top card from his library and returns it to his graveyard.					
Release	INT	U	•••••	W1	
Return target instant, artifact, or sorcery from your graveyard to your hand.					
Relic Bind	EA	R	•••••	LG, 4th	
Play on one of your opponent's artifacts. When target artifact is tapped, you may ••• it.					
Remove Soul	EN	C	•••••	LG, CH, 5th	
Counter target summon.					
Reset	INT	U	•••••	LG	
Untap all your lands. May only be played during opponent's turn.					
Revelo, Wizard Servant	SL	R	•••••	HL	
• Do 2 damage to any target Revelo does not untap next turn. 0/1					
Reverberation	INTS	R	•••••	LG	
Reduce damage from a sorcery to its caster.					
Ripide	IHS	C	•	DK	
• Tap lands.					
River Marfolk	SC	R	•••••	FE	
• Give River Marfolk mountainwalk until end of turn. 2/1					
Rooftower Diver	SC	U	•••••	TM	
• Sacrifice Rooftower Diver. Return target artifact card from your graveyard to your hand. 1/1					
Rooftower Hunter	SC	C	•••••	TM	
• Rooftower Hunter deals 1 damage to target creature or player. 1/1					
Rooftower Matriarch	SC	R	•••••	TM	
• Gain control of target creature as long as that creature has any enchantments on it. 2/3					
Rochester Shaman	SC	R	•••••	TM	
You may play creature enchantments whenever you could play an instant. 2/2					
Sign of Lot-Nam	SC	C	•••••	AQ	
• Sacrifice an artifact. Draw a card 1/1.					
Sage Owl	SC	C	•••••	W1	
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in order 1/1.					
Sandifer Crocodile	SC	C	•••••	M6	
Phasing 6/5.					
Sapphire Charm	INTS	C	•••••	M6	
Change color. Target player draws a card at the beginning of the next turn's upkeep, or target creature on opponent controls phases out, or target creature gains flying until end of turn.					
Sea King's Blessing	IHS	U	•	LG	
Change color of any number of target creatures to blue until end of turn.					
Sea Monster	SC	C	•••••	TM	
Monster cannot attack unless defending player controls any islands. 6/6					
Sea Stryer	SC	C	•••••	M6	
• Add ••• to your mana pool. ••• Add ••• to your mana pool 1/1.					
Sea Serpent	SC	U	•••••	LJ, R, 4th, 5th	
Islandhenge 5/5					
Sea Spirit	SC	U	•••••	IA, 5th	
• +1/+0 until end of turn. 2/3.					
Sea Sprite	SC	U	•••••	HL, 5th	
Flying. Protection from red. 1/1					
Sea Troll	SC	U	•••••	HL	
• Generate. Use this ability only during a turn in which Sea Troll was tapped, or in which Sea Troll blocked a creature. 2/1					
Seasonger	SC	U	•••••	FE, 5th	
Islandhenge. • Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasonger leaves play, leaves your control, or becomes untapped. You may choose to have Seasonger tapped during your upkeep phase. 0/1.					
Segovian Leviathan	SC	U	•••••	LG, 4th, 5th	
Islandhenge 3/3					
Serenidit Dawn	SC	R	•••••	AN	
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.					
Serenidit Street	SC	R	•••••	AN, R	
Flying. Does 1 damage to you during upkeep. 3/4					
Shadow Kith	IHS	C	•••••	TM	
Target creature gains shadow until end of turn. Draw a card.					
Shopkeeper	SC	C	•••••	M6	
••• Target creature gets first strike. ••• Target creature gets +1/+0.					
Shimmer	EN	R	•••••	M6	
When you play Shimmer, pick a land type. Those lands gain phasing.					
Shimmering Ertrot	SC	U	•••••	V5	
Flying. Phasing. When Ertrot phases in, target creature phases out. 2/2					
Shimmering Wings	EC	C	•••••	TM	
Enchanted creature gains Flying. ••• Return Wings to owner's hand.					

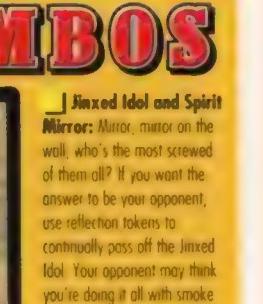
Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Shrieking Drake	SC	C	•••••	VS		Tangle Kelp	EC	U	•	•	DK
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1						Target creature stays tapped during upkeep phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.					
Shift	SC	R	•••••	IA		Sl	R	****	•••••	MG	
During your upkeep, you may change the color of Shift to any color or combination of colors. 4/2						Phasing, Trample. At the beginning of your upkeep, all lands you control phase out 7/7.					
Silhouette	SC	R	•••••	IA, 5th		EP	C	•••••	•••••	MG	
Flying. When Silhouette attacks, defending player may draw a card. 5/6						Play, rely on an artifact or creature. Enchanted permanent gains phasing.					
Silhouette	IHS	U	•••••	LG		SC	C	•••••	•••••	MG	
Present all damage done until end of turn to target creature by spells or abilities targeting it.						Flying, phasing 3/2.					
Silver Mine	SC	U	•••••	IA		Teller Mine	SC	R	•••••	•••••	MG
Flying, trample 2/2						Flight. Flying. When Teller Mine's limp phases out, choose and discard a card.					
Sinbird	SC	U	•••••	AN, 4th		Teller Keen	EW	X	•••••	•••••	VS
Draw a card. If it is not a land, discard it. 1/1.						At the beginning of each player's upkeep, that player chooses artifacts, creature lands, or green environments. All cards of type phase out.					
Siren's Call	IHS	U	•••••	IA, 5th		Teller Well	EN	•••••	•••••	WL	
All of opponent's creatures that can attack must, or die at end of turn.						When one of your creatures attacks, it phases out at end of combat.					
Skyshredder Condor	SC	U	•••••	TM		Teleport	NS	R	•••••	•••••	LG
Flying. You cannot play Skyshredder Condor unless you have successfully cast another spell this turn. 2/2						Target creature becomes tapped and dies no damage this turn. It does not enter normally during its controller's following two turns.					
Sleight of Hand	INT	U	•••••	LG, 4th, IA, 5th		Thelonious Dreamsoarer	SC	U	•••••	•••••	TM
Change the text of a card being played or in play by switching one color word with another.						Shadow. You may choose not to untap Thelonious Dreamsoarer during your upkeep phase. If Thelonious Dreamsoarer damages any opponent, tap target creature. As long as Thelonious Dreamsoarer remains tapped, that creature does not untap during its controller's upkeep phase. 1/1					
Snow Devil	EC	C	•••••	IA		Thelonious, Dreamsoarer	SC	U	•••••	•••••	TM
Flying creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						Shadow. You may choose not to untap Thelonious Dreamsoarer during your upkeep phase. If Thelonious Dreamsoarer damages any opponent, tap target creature. As long as Thelonious Dreamsoarer remains tapped, that creature does not untap during its controller's upkeep phase. 1/1					
Snowfall	EN	C	•••••	IA		Thelonious, Seer	SC	C	•••••	•••••	TM
CD. Lands may produce an additional ••• when tapped for mana. Snow-covered lands may produce either an additional ••• or an additional ••• when tapped for mana. This mana is usable only for cumulative upkeep.						Shadow. If Thelonious Seer leaves play, draw a card. 1/1					
Soar	EC	C	•••••	MG		Thelonious, Sentry	SC	C	•••••	•••••	TM
You may choose to play Soar as instant; if you do, bury it at the end of turn. Enchanted creature gets +2/+1 and gains flying.						Shadow. If Thelonious Sentry leaves play, draw a card. 1/1					
Soldier of Heretic	SC	C	•••••	AJ		Thrust	EC	C	•••••	•••••	MG
• Prevent up to two damage to any creature. Target opponent may draw a card 3/2.						Top enchanted creature. During your upkeep, pay ••• or bury Thrust. Enchanted creature does not untap during its controller's upkeep phase.					
Soldier-Mechanist	SC	U	•••••	IA		Thought Lash	EN	R	•••••	•••••	AI
• Add ••• to mana pool. Use only for artifact activation costs. 1/1						Remove the top card of your library from the game. If you do not remove your library face, the generic and bury Thought Lash. • Remove the top card of your library from game to prevent one damage to you.					
Soldier-Sage	SC	C	•••••	AI		Thoughts	INT	R	•••••	•••••	LJ, R, 4th
• Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.						Change the color of a card being played or already in play to blue.					
Soul Southerner	EN	U	•••••	IA, 5th		Three Wishes	NS	R	•••••	•••••	VS
Target opponent takes 7 damage whenever he casts a summon spell. That spell may pay ••• to prevent this damage.						Take the top three cards from your library, look at them, and set them aside for a down. You may play those cards as though they were in your hand at the beginning of your next turn, bury any of those cards not played.					
Spectre, Innate	EE	J	•••••	LG							
••• creature cannot be targeted by spells or fast effects unless it is tapped.											
Spell Blast	INT	R	•••••	LJ, R, 4th, 5th, TM							
Counter target spell. X is the casting cost of target spell											
Spine Starfish	SC	U	•••••	AI							
• Responds to Spry Starfish and puts a Starfish token into play at end of turn. Treat these tokens as blue, white, or black. 1/1											
Stasis	EN	B	•••••	LG, R, 4th, 5th							
Players don't get an upkeep phase. Pay ••• during upkeep or bury Stasis.											
Steel Artifact	EA	U	•••••	LG, R, 4th, 5th							
Take control of target artifact											
Steel Enforcement	EE	U	•••••	TM							
Gain control of target enchantment											
Stealing Land	SC	U	•••••	TM							
••• Land loses the ability and becomes a creature enchantment that reads "Whenever this enchanted creature becomes tapped, Stealing Land deals 2 damage to that creature's controller instead of a creature." Wave Stealing Land onto target creature. You may pay ••• to end this effect. 1/1											
Stealing Land	SC	U	•••••	AI							
Flying 1/2.											
Storm Elemental	SC	U	•••••	AI							
Flying. • Remove top card of your library from the game to tap target creature. ••• Whenever you end your turn, return the game to its previous state. If it is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4											
Suffocation	NS	S	•••••	AI							
Play, bury when a necr spell dear, damage to you. Do 4 damage to that spell after it's cast.											
Sunken City	EN	C	•••••	LG, 4th							
Autumn mages gain +1/+1. Pay ••• during upkeep or destroy City.											
Sug Abo Walker	SC	U	•••••	MG							
Sug Abo Walker cannot be the target of red spells or effects. • Sug Abo Walker deals 1 damage to target creature or player. 0, 1											
Swallow	SC	R	•••••	EE							
Target creature gains shadow until end of turn. Draw a card.											
Swiper	SC	C	•••••	VS							
Target creature gains phasing until end of turn. Return Wings to owner's hand.											
Swyrlunta Priest	SC	U	•••••	EE							
••• Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.											



Charting your upkeep, Blame! Idol 1x3
2 damage to you.



During your upkeep, it therefore...
Reflection token in play, return Reflection taken into play. Treat this token as a 2/2 white creature.



Thunder Wall

Flying. • +1/+1 until end of turn. 0/2

Tidal Control

CU. • Anyone may pay ••• or two life to counter a red or green spell.

Tidal Flots

••• All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one fix each attacking creature to prevent this effect.

Tidal Wave

Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of turn.

Time and Tide

All creatures phased out in phase in and creatures with phasing phase out.

Time Ebb

Put target creature on top of owner's library.

Time Elemental

••• Return target permanent to owner's hand. Cannot target enchanted permanents. Burying Time Elemental and do 5 damage to its controller if it blocks or attacks. 2/2

Time Walk

Take an extra turn immediately after this one.

Time Warp

Target player takes an extra turn after this one.

Time Walker

Put Time Walker in anew graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

MAGIC: THE GATHERING®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Sedat Oymen 5/3	SL	U	•	● ● ● ●	U
Jerrard of the Closed Fist 6/5	SL	U	••	● ● ● ●	U
Johan As long as Johan doesn't tap or attack, your creatures may attack without tapping 5/4.	SL	R	•••	● ● ● ●	LG, CL
Jungle Troll Regenerate	SC	U	••	● ● ● ●	M
Kraenvelk's Purge Destroy target creature with casting cost equal to X. Kraenvelk's Purge deals to creature's controller damage equal to the creature's power.	SOR	U	2/1	● ● ● ●	M
Kazimir the Lone Wolf 5/3	SL	U	•	● ● ● ●	U
Ken Tokashiki Prevent up to 2 damage to target creature.	SL	R	••	● ● ● ●	LG, CL
Kieldarion Frostbeast All creatures blocking or blocked by Kieldarion Frostbeast are destroyed at end of combat.	SC	U	•	● ● ● ●	M
Lady Calorio Do 3 damage to target attacking or blocking creature.	SL	R	•••	3 ● ● ● ●	U
Lady Evangelia Target creature deals no damage this turn during combat.	SL	R	•••	3 ● ● ● ●	U

KILLER COMBOS



| Aluren and Enduring Renewal: That's right. Once again it's time for every one's favorite theme game—*infinite content!* Now with the awaiting new *Avatar 2000*, these infinite cards are in plenty of ways better than ever! Blast Part II to life? Bottle Enduring magic? Damage? Move from the infinite powers to the... * Moving Pictures* or regeneration? Very cool! Wait a sec, you get the idea, so what are you waiting for?

 <p>Lum-Dull's Vault</p> <p>First strike, legendary landrake. 4/4.</p> <p>Look at target player's hand and choose any of those cards other than a boss. Land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.</p> <p>d. Magnus</p> <p>First strike Creatures with plains or forestwalk may be blocked 4/3</p> <p>Lord of Tresserhorn</p> <p>When Lord comes into play, pay two life and sacrifice two creatures, and target opponent draws two cards. Regenerate 10/4</p> <p>Malignant Growth</p> <p>(U) During upkeep, add a counter. During opponent's draw phase, he drops an additional card and takes 1 damage for each counter.</p> <p>Marneke Hydravon</p> <p>Rampage 1/4/6</p> <p>Marsh Golem</p> <p>Swampwalk. 1/1.</p> <p>Mariette the Berit</p> <p>Meneke does not untap. Gain control of target creature. If Meneke leaves your control or becomes untrapped, that creature is buried. 1/1</p> <p>Nefarion</p> <p>Opponent chooses. Either you put a -1/+1 counter on each creature you control and gain 4 life or you put a -1/+1 counter on each creature that opponent controls and Nefarion deals 4 damage to him.</p>

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	
Zebra Unicorn	SC	U	++	●●●	MG	Critical Druid	SC	U	++	●●	AQ	Early Harvest	INS	R	++	●●●	MG	
For each 1 damage Zebra Unicorn deals, gain 1 life 2/2						Add a +1/+1 counter whenever opponent casts an artifact 1/1						Tarot player untaps all basic lands he or she controls						
GREEN						City of Solitude	EN	R	+++	●●●	VS	Earthcraft	EN	R	++	●●	TM	
Abnormal	SC	R	++	●●●	WL	Each player may play spells and abilities only during his or her turn.						Tap an untarget creature you control Untap target basic land						
Alphy Grove	EN	R	++	●●	MG	Cockatrice	SC	R	+++	●●●	LUR 4th,5th	Earthlore	EL	C	++	●	IA	
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.						Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat 2/4						Tap land to give a blocking creature +1/+1 until end of turn						
Arsling Leprechaun	SC	C	+	●	LG	Cocoon	EC	U	++	●	LG, CH	Eladrin: Lord of Leaves	SL	R	+++	●●●	TM	
All creatures blocking or blocked by Leprechaun become green. 1/1						Put 3 counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep when last one is removed. creature gets +1/+1 and flying.						All Elves gain forewarning. Elves cannot be the target of spells or abilities. 2/2						
Aluren	EN				TM	Concordant Crossroads	EW	R	++	●	LG, CH	Eladrin's Vineyard	EN	R	+++	●●●	TM	
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost.						All creatures are unaffected by summoning sickness						At beginning of each player's main phase, add +1/+1 to that player's pool.						
An Howrah Constable	SC	U	++	●●●	HL,5th	Crash of Rhinos	SC	C	++	●●●	AG	Elder Druid	SC	R	++	●●	IA,5th	
* is the total number of green creatures in play. 2/1*						Trample 8/4						● ● Tap or untap one target creature, land, or artifact 2/2						
An Howrah Inn	SOR	U	++	●●●	HL	Crow Giant	SC	U	+++	●●●●	LG,CH,5th	Elephant Grass	EN	U	++	●●●	VS	
Gon +1/X life where X is the number of green creatures in play						Trample Rampage 2/6/4						● ● Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays +1 for each attacking creature						
Apes of Rath	SC	U	++	●●●	TA	Crow Worm	SC	C	++	●●●	LUR,4th,5th	Even Course	SOR	C	++	●●●	VS	
If Apes attacks, it does not untap during your next upkeep phase. 5/4						6/4						Return target card from your graveyard to your hand						
Arborno	EW	U	++	●●●	LG	Crazed Armadillo	SC	R	++	●●●	TM	Even Fortress	EN	C	++	●●●	FE	
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.						Armadillo gets +3/+0 and gains trample until end of turn. At end of turn destroy Crazed Armadillo. Use the ability only once each turn. 3/3.						● ● Give target blocker +0/+1 until end of turn						
Arctic Wolves	SC	R	++	●●●	WL	Creeping Moid	SOR	U	++	●●●	VS	Even Riders	SC	U	++	●●●	LG,4th,5th	
CU When Arctic Wolves comes into play, draw a card. 4/5						Crumble	INS	C	++	●	AG,R,4th,5th	Cannot be blocked except by walls and flying creatures. 3/3						
Argothian Pixies	SC	C	++	●●	AQ, CH	Drunken Cycle	EN	R	++	●●●	MG	Even Warhounds	SC	R	++	●●●	TM	
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1						Return Cycle of Life to your hand. Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.						● ● Warhounds is blocked, put the blocker on top of owner's library. 2/2						
Argothian Treelock	SC	C	++	●●●	AQ	Cyclone	EN	R	++	●●●	AN, CH	Even of Deep Shadow	SC	U	++	●●●	OK	
Any damage Treelock takes from an artifact is reduced to 0. 3/5						Add 1 token per upkeep. Pay +1 for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.						● ● Add +1 to mana pool and lose 1 life. 1/1.						
Armor of Trolls	EC	C	++	●●●	MG	Daughter of Autumn	SC	R	++	●●●	HL	Eboshi Archers	SC	R	++	●●●	LG,4th,5th	
You may play Armor as an instant. If you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2						Redrect 1 damage from white creature to Daughter. 2/4						First strike 2/1 Misfire. Archer loses power/toughness as 1/2						
Aspert of Wolf	EC	R	++	●●●	LUR,4th,5th	Deadfall	EH	U	•	●	LG	Eboshi Bard	All creatures able to block Bard must do so. 2/4					
Target gets +X/+X, where X is half the number of forests you control						Creatures with forestwalk may be blocked						Eboshi Faerie	Put a spare counter on Eboshi Bard during your upkeep. Remove 3 spare counters to put a Soproling token which is 0/1 green creature, into play. Sacrifice a Soproling to gain 2 life. 0/2.					
Aurochs	SC	C	++	●●●	IA,5th	Eboshi Fury	INS	C	++	●	TM	Eboshi Guide	SC	U	++	●●●	AI	
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3						Buyback 4 Target creature gets +2/+2 until end of turn						Eboshi Spirit Guide	SC	U	++	●●●	AI	
Autumn Willow	SL	R	+++	●●●	HL	Eboshi Hunter	SC	U	++	●●●	FE	Eboshi Ranger	SC	C	++	●●●	AI	
Cannot be the target of spells or effects. Target player may target Autumn Willow with spells or effects till the end of turn. 4/4						● ● Target creature does not untap as normal. 1/1						Eboshi Scout	SC	C	++	●●●	FE	
Avoid Fate	INT	C	+	●	LG	Eboshi Spirit Guide	SC	U	++	●●●	AI	Eboshi Spirit Guide is in your hand, you may remove it from the game to add +1 to mana pool. 2/2						
Counter target interrupt or enchantment targeting a permanent you control						Emerald Charm	INS	C	++	●	VS	Emerald Charm	Choose one—Untap target permanent; or destroy target gloved enchantment; or target creature loses flying until end of turn.					
Baldwin Bears	SC	C	++	●●●	IA	Emerald Dragonfly	SC	C	++	●●●	LG, CH	Flying. ● ● First strike until end of turn 1/1						
2/2						Erbom Djin	SC	U	++	●●●	AN, CH	Erbom Djin	Quench your firewalk on an opponent's creature until next upkeep. 4/3.					
Barbary Apes	SC	C	++	●●●	LG	Erestra Filos	SOR	C	++	●●●	IA	Erestra Filos	Destroy all enchantments or destroy all enchantments that aren't white.					
Barbed Foliage	EN	U	++	●●●	MG	Eruka	SC	R	++	●●●	LG	Eruka	Both players may play a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has X on it in casting cost, X/0.					
When a creature attacks you, it loses Flanking. When a creature without flying attacks you, Barbard Foliage deals 1 damage to it.						Emerald Flame	SC	R	++	●●●	HL	Emerald Flame	Flying. All faeries gain +0/+1. All faeries gain +1/+0 until the end of turn 2/2.					
Baruchi	SC	R	++	●●●	WL	Fallen Earth	SOR	U	++	●●●	MG	Fallen Earth	Pur target land on top of owner's library.					
If Baruchi is put into graveyard from play, remove Baruchi from the game, then shuffle all creature cards from your graveyard into your library 4/3						Fallen Worm	SC	U	++	●●●	WL	Fallen Worm	When Worm comes into play, discard a land or bury Fallen Worm. 4/4					
Bayou Dringwyl	SC	C	++	●●●	TM	Familiar Ground	EN	D	++	●●●	WL	Familiar Ground	Each of your creatures cannot be blocked by more than one creature.					
Flying. swampwalk 1/1						Fanatical Fever	INS	U	++	●●●	IA	Fanatical Fever	Give a creature +3/+0 and trample until end of turn					
• Berserk	INS	U	++	●●●	LU	Faybond	EN	R	++	●●●	LG, R	Faybond	There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.					
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.						Feral Thieflid	SC	U	++	●●●●	FE	Feral Thieflid	Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3					
Birds of Paradise	SC	R	+++	●●●	LUR,4th,5th	Feral Unshod	SC	U	++	●●●●	MG	Feral Unshod	● ● 4 damage to target attacking creature with flying 2/2					
Flying. Add one mana of any color to your mana pool 0/1						Feral Instinct	INS	C	++	●●●●	VS	Feral Instinct	Target creature gets +1/+1 until end of turn. Control					
Blizzward	EN	R	•	●●●	IA	Fire Sprites	SC	C	++	●●●●	LG	Fire Sprites	Flying. ● ● Add +1 to your mana pool. 1/1					
Blossoming Wreath	INS	C	++	●●●	WL	Floating Drake	SC	U	++	●●●●	TM	Floating Drake	Flying. If Floating Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn 2/3.					
Gain life equal to the number of creature cards in your graveyard.						Florest Sprout	SC	U	++	●●●●	LG	Florest Sprout	● ● Florest Sprout attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2					
Bounty of the Hunt	INS	U	•	●●●	AI	Fog	INS	C	++	●●●●	LUR,4th,5th	Fog	Creatures do not damage one another in combat.					
You may remove a green card in your hand from the game to cast Bounty Put 3 +1/+1 counters on any number of target creatures until end of turn.						Decomposition	EC	U	++	●●●●	MG	Decomposition	Play 1/1. If assigned as a blocker, Fog gets +2/+0 until end of turn 1/1.					
Briar Shield	EC	C	++	●●●	WL	Corporale	EC	C	++	●●●●	LG	Corporale	Play 1/1. If assigned as a blocker, Fog gets +2/+0 until end of turn 1/1.					
+1/+1. Sacrifice Corporale to regenerate the creature it enchants						Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. If assigned as a blocker, Fog gets +2/+0 until end of turn 1/1.					
Broken Fall	EN	C	++	●●●	TM	Corporale	EC	C	++	●●●●	IA	Decomposition	Play 1/1. If assigned as a blocker, Fog gets +2/+0 until end of turn 1/1.					
Return Broken Fall to owner's hand. Regenerate target creature						Corporale	EC	C	++	●●●●	LG	Decomposition	Play 1/1. If assigned as a blocker, Fog gets +2/+0 until end of turn 1/1.					
Brown Gimpine	SC	C	++	●●●	IA	Desert Twister	SOR	U	++	●●●●	MG	Desert Twister	Destroy target permanent.					
● ● Counter an artifact's ability that requires an activation cost. 1/1						Ditra Wolves	SC	C	++	●●●●	IA	Ditra Wolves	Gains banding if you control any plains. 2/2					
Brushwagg	SC	R	++	●●●	MG	Drop of Honey	EN	R	++	●●●●	AI	Drop of Honey	Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4					
If Brushwagg blocks or is blocked, it gets +2/+2 until end of turn 3/2						DownDraft	EN	U	++	●●●●	WL	DownDraft	● ● Target creature loses flying until end of turn. Sacrifice DownDraft.					
Bull Entangler	SC	C	++	●●●	VS	Drop of Honey	EN	R	++	●●●●	AI	Drop of Honey	DownDraft deals 2 damage to each creature with flying.					
When Bull Entangler comes into play, return two forests you control to owner's hand or bury Bull Entangler. 4/4						Drop of Honey	EN	R	++	●●●●	AI	Drop of Honey	Drop lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.					
Call of the Wild	FN	R	+++	●●●	WL	Darkwood Bears	SC	C	++	●●●●	LG, 4th,5th	Darkwood Bears	SC	C	++	●●●●	IA	
● ● Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.						Deadly Insets	SC	U	++	●●●●	AI	Deadly Insets	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Carrousel	INS	U	++	●●●	LU	Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Play 1/1. Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Canopy Dragon	SC	R	+++	●●●	MG	Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Flying. Flying and trample until end of turn 4/4						Decomposition	EC	U	++	●●●●	MG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Canopy Spider	SC	C	++	●●●	TM	Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Canopy Spider can block creatures with flying. 1/3						Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Caporale	EC	C	++	●●●	WL	Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
+0/+2. Sacrifice Caporale to regenerate the creature it enchants						Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Carrotous Plant	SC	C	++	●●●	DK,4th	Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Counts as a wall. 4/5						Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Cat Woman	SC	C	++	●●●	LG, CH,5th	Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Forearm	SC	C	++	●●●	LG, CH,5th	Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Foresthell 2/2						Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
● ● Channel	SOR	U	++	●●●	LUR,4th	Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Add +1 to your pool for each life point you sacrifice						Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Charging Rhino	SC	U	++	●●●	TM	Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Charging Rhino cannot be blocked by more than one creature. 4/4						Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Chokta	EN	U	++	●●●	TM	Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Islands do not untap during their controllers' upkeep phases.						Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Choking Vines	INS	C	++	●●●	WL	Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Play only when blockers are blocked. Vines deals 1 damage to each of those creatures.						Decomposition	EC	U	++	●●●●	LG	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Chub Feed	SC	C	++	●●●	IA,5th	Decomposition	EC	U	++	●●●●	WL	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
Gates +2/+2 until end of turn when blocked or blocking. 1/1						Decomposition	EC	U	++	●●●●	IA	Decomposition	Play 1/1. Gain +2/+2 until end of turn 2/2.					
GREEN						Decomposition	EC	U	++	●●●●	LG	Dec						

MAGIC

The Gathering

PLAYERS GUIDE

Name	Rarity	CR Rating	Cost	Sets Found
Freyalan's Charm	EN	U	•••	IA
• Draw a card when any opponent successfully casts a black spell • Return Freyalan's Charm to your hand.				

Name	Rarity	CR Rating	Cost	Sets Found
Freyalan's Winds	EN	U	•••	IA
Put a wind counter on any permanent whenever it becomes tapped Permanent with wind counters do not untap. Instead, remove all wind counters on those permanents.				

Name	Rarity	CR Rating	Cost	Sets Found
Frog Tongue	EC	C	•••	TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.				

Name	Rarity	CR Rating	Cost	Sets Found
Fugitive Druid	SC	R	•••	TM
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2				

Name	Rarity	CR Rating	Cost	Sets Found
Fungal Bloom	EN	R	•••	FE
• Put a spore counter on target Fungus.				

Name	Rarity	CR Rating	Cost	Sets Found
Fungus Elemental	SC	R	•••	WL
• Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental comes into play this turn. 3/3				

Name	Rarity	CR Rating	Cost	Sets Found
Fungusour	X	R	•••	LUR, 4th, 5th
Guts: +1/+1 +1 counter after any turn when Fungusour has been damaged but not destroyed. 2/2				

Name	Rarity	CR Rating	Cost	Sets Found
Fyndhorn Brownie	SC	C	•••	IA
• Untap a creature. 1/1				

Name	Rarity	CR Rating	Cost	Sets Found
Fyndhorn Druid	SC	C	•••	AI
If Druid is put into graveyard after it blocks, gain four life. 2/2				

Name	Rarity	CR Rating	Cost	Sets Found
Fyndhorn Elder	SC	U	•••	IA, 5th
+3/+3 to your mana pool. 1/1				

Name	Rarity	CR Rating	Cost	Sets Found
Fyndhorn Elves	SC	C	•••	IA
+3/+3 to your mana pool. 1/1				

Name	Rarity	CR Rating	Cost	Sets Found
Fyndhorn Faerie	SC	R	•••	IA
+3/+3 to your mana pool. 1/1				

Name	Rarity	CR Rating	Cost	Sets Found
Fyndhorn Faerie	SC	R	•••	IA
+3/+3 to your mana pool. 1/1				

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+3/+3 to your mana pool. 1/1				

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+3/+3 to your mana pool. 1/1				



Which season is the most popular in Domino? Simple: Winter appears in more card titles than all the other seasons combined. For those keeping score, that's Winter Blast, Winter Orb, Winter Sky, Winter's Chill, Winter's Grasp and Winter's Night vs. Autumn Willow, Daughter of Autumn, Natural Spring and Summer Bloom.

Raven	EN	R	***	● ● ●	VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.					
Rust		INT	○	●	LG
Counter target artifact effect that requires an activation cost.					
Sylvan Badger	SC	R	**	● ●	MG
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove two cards from your deck, one more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2					
Sabretooth Cobra	SC	C	**	● ●	MG
A player damaged by Sabretooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2					
Sandstorm	TNS	C	●	●	AN, 4th, MG
Deal one damage to all attacking creatures.					
Sorven Elves	SC	C	●	●	DK
● ● ● Destroy target enchantland 1/1 7/6					
Scalded Wurm	SC	C	**	● ●	IA, 5th
Scarecrow Bandits	SC	R	***	● ● ●	DK
Formattable. ● ● Control target artifact. Opponent may counter this by paying two. You lose control of artifact if Bandit wurm plays 2/2.					
Scarecrow Hug	SC	U	***	● ● ●	DK
● ● ● Give target creature forewarning until end of turn. Remove forewarning from target creature until end of turn. 1/1					
Scavenger Foss	SC	C	***	● ● ●	DK, CH, 5th
● ● ● Sacrifice Scavenger Foss to destroy target artifact 1/1					
Scragnath	SC	U	***	● ● ●	TM
Protection from blue. While Scragnath is being cast, if cannot be countered. 3/4					
Scryte Sprites	SC	C	**	● ●	U, PR, 4th, 5th
Flying 1/1					
Scuttle	SC	U	●	●	FE
Can attack up to three additional lands this turn.					
Superior Numbers	SC	U	●	●	MG
Deal 1 target creature 1 damage for every creature you control in excess of the number of creatures target opponent controls.					
Sylvan Hippophant	SC	U	***	● ● ●	WL
If Sylvan Hippophant is put into any graveyard from play, remove Sylvan Hippophant from my game, then return a creature and from your graveyard to my hand 1-2.					
Sylvan Library	EN	R	****	● ●	LG, 4th, SM
You may draw 2 extra cards during your draw phase, then either put two of the cards drawn this turn back or sacrifice 4 lives, plus 1 card not replaced.					
Sylvan Paradise	EN	U	●	●	LG
Change the color of one or more creatures to green until end of turn.					
Tarpon	SC	C	●	●	IA, 5th
For each 1 life Tarpon goes to the graveyard from play. 1/1					
Taste of Paradise	SDR	C	***	● ● ●	AI
Gain 1 life. Gain 3 life for each 1 you pay over the casting cost.					
Thallid	SC	J	●	●	FE
Put 3 counters on Thallid during upkeep. Remove 3 counters to put a Squeaking token which is a 1/1 green retronaut with +1/+1.					
Thallid Devourer	SC	J	●	●	FE
Put one counter on Thallid Devourer during upkeep. Remove 3 counters to put a Squeaking token which is a 1/1 green retronaut into play. Sacrifice a Squeaking +1/+1 until end of turn. 1/1					
Thalitone Brood	SC	J	***	● ● ●	FE
● ● ● Sacrifice a green creature to turn your forests into 2-3 creatures until end of turn. 1/1					
Thalitone Monk	SC	R	***	● ● ●	FE
Sacrifice a green creature. To turn a land into a blue forest. 1/2					
Thelon	CH	U	●	●	FE
Do 3 damage to any player who puts a swamp into play without putting a 1/1 counter on a creature +2/+0.					
Thelon's Curse	EN	R	●	●	FE
Blue creatures do not untap at summon. Duration: 1 turn. Blue creatures					

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Name	Kind	CR	Rating	Cost	Sets Found
Thermokast					
Destroy target land.	SC	U	***	1●●	IA
You gain one life if that land is snow-covered.					
Thicket Basilisk	SC	U	***	●●●	LUR, 4th, 5th
Any non-land creature blocking or blocked by Basilisk is destroyed. 2/4					
Thorn Thallid	SC	C	***	●●●	FE
During your upkeep, put a power counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 2/2					
Thoughtfeach	EN	U	***	●●●	IA
Whenever target opponent taps an island.					
Timber Wolves	SC	R	●●●	●●●	LUR, 4th
Bonds 1/1.					
Tinder Wall	SC	C	●●●	●●●	IA
Sacrifice Add ●●●. Sacrifice: Do 2 damage to creatures it blocks. 0/3.					
Titanium's Song	EN	U	●●●	●●●	AQR, 4th, 5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.					
Tornado	EN	R	●●●	●●●	AI
●●●. Pay three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.					
Touch of Vines	IDS	U	●●●	●●●	IA
Target is unaffected by summoning sickness and may tap on extra turns. Counter.					
Tracker	SC	R	●●●	●●●	OK
●●●. Do damage to power to target creature. Target creature does damage equal to its power to Tracker. 2/2					
Tridentine	IDS	R	●●●	●●●	IA
Target creature may not be blocked this turn.					
Trained Armodon	SC	U	●●●	●●●	TM
3/3.					
Trapped Domain	IDS	C	●●●	●●●	MG
Destroy all global enchantments.					
Tranquil Grove	EN	R	●●●	●●●	WL
●●●. Destroy all other enchantments.					
Tranquility	SOR	C	●●●	●●●	LUR, 4th, 5th, TM
-treat all enchantments in play.					
Tropical Storm	SOR	U	●●●	●●●	MG
Do X damage to all flying creatures and 1 damage to all blue creatures.					
Trumpeting Armodon	IDS	U	●●●	●●●	TM
●●●. Target creature blocks Trumpeting Armodon this turn if able. 3/3.					
Tsunami	SOR	U	●●●	●●●	LUR, 4th, 5th
Destroy all islands in play.					
Typhoon	SOR	R	●●●	●●●	LG
●●●. Damage to opponents' lands and ponds he attacks.					
Uktobi Effect	SC	C	●●●	●●●	WL
●●●. 4.					
Uktobi Faerie	SC	C	●●●	●●●	MG
Flying. ●●●. Sacrifice Uktobi Faerie. Destroy target artifact. 1/1.					
Uktobi Gloriana	SC	U	●●●	●●●	VS
From the binder, return into play. Sealyum target artifact. 2/2.					
Uktobi Wildcats	SC	U	●●●	●●●	MG
1 number of forests they have. ●●●. Sacrifice forest. Regenerate. */*					
Undergrowth	IDS	U	●●●	●●●	AI
Regenerates 1 damage to target lands. 1 damage 2/2 in addition.					
Unseen Walker	IDS	U	●●●	●●●	MG
●●●. Undergrowth. 1 damage to target lands and 1 damage to all creatures.					
Untamed Winds	IDS	U	●●●	●●●	LUR, 4th, 5th
1 damage to your library for one card, hand, and put it in play.					
Ungry Bee Sting	SOR	U	●●●	●●●	MG
Ungry Bee sting deals 2 damage to target creature or player.					
Venom	EN	U	●●●	●●●	DL, 4th, 5th
All non-blue creatures are dealt with target creature destroyed after combat.					
Venomous Breath	SC	U	●●●	●●●	IA
All creatures in combat with target are destroyed after combat.					
Verdant Force	EN	R	●●●	●●●	TM
Ensures 1 power to a creature that targets another happening token into play. Target the creature. 1 damage to target creature. 2/2					
Verdigis	IDS	U	●●●	●●●	TM
1 damage to target artifact.					
Verdurian Enchantress	SC	P	●●●	●●●	LUR, 4th, 5th
Damage to each time you cast an enchantment. 0/2.					
Veteran Explorer	SC	U	●●●	●●●	WL
If Explor is put into any graveyard by play, each player may search his library for up to two basic lands and put them into play. 1/1.					
Village Elder	SC	L	●●●	●●●	MG
●●●. Sacrifice a forest. Fragmentary target creature. 1/1.					
Vitalize	IDS	U	●●●	●●●	WL
Regenerates 1 damage to target creature. You gain 1 life.					
Waiting in the Woods	SCB	R	●●●	●●●	MG
3 damage plus a 1/1 green token into play for each of his unblocked friends.					
Wall of Brambles	SC	U	●●●	●●●	LUR, 4th, 5th
Regenerates 2/3.					
Wall of Ice	SC	U	●●●	●●●	IA
0/7.					
Wall of Pine Needles	SC	U	●●●	●●●	IA
Regenerates 3/3.					
Wall of Roots	SC	C	●●●	●●●	MG
For each 1 counter on Wall of Roots. Add ●●● to your mana pool. Use this ability, only twice each turn. It's.					
Well of Wood	SC	C	●●●	●●●	LUR, 4th
Wanderlust	EC	U	●●●	●●●	LUR, 4th, 5th
1 damage to controller of target creature during upkeep.					
War Mammoth	SC	C	●●●	●●●	LUR, 4th, 5th
Damage 3.					
Warthog	SC	C	●●●	●●●	VS
Swampwalk 3/2.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Web											
	EC	R	●●●	●●●	LUR, 4th	Abdu	SC	R	●●●	●●●	AN, CH
Target creature gains +0/+2 and may block flying creatures.						Abdu	IDS	C	●●●	●●●	AN, CH
Whippoorwill	SC	U	●●●	●●●	OK	Abdu	IDS	C	●●●	●●●	AN, CH
●●●. Target may not regenerate or be target of damage preventing effects. If target goes to graveyard, remove it from the game. 1/1.						Abdu	IDS	C	●●●	●●●	AN, CH
Whirling Dervish	SC	U	●●●	●●●	LUR, 4th, 5th	Abdu	IDS	C	●●●	●●●	AN, CH
Reposition from block. Gain -1/+1 if a damage opponent 1/1.						Abdu	IDS	C	●●●	●●●	AN, CH
Whip	SC	C	●●●	●●●	AI	Abdu	IDS	C	●●●	●●●	AN, CH
Can block flying creatures. You may choose not to step in during untap phase. ●●●. Tap target Flying creature killed by Whip. Creature does not return to normal as long as it was regenerated. 1/4.						Abdu	IDS	C	●●●	●●●	AN, CH
Whiteout	IDS	U	●●●	●●●	IA	Abdu	IDS	C	●●●	●●●	AN, CH
All living creatures lose life until end of turn. If Whiteout is in your graveyard, you may sacrifice it and never need to return it to hand.						Abdu	IDS	C	●●●	●●●	AN, CH
Wingfeather	IDS	P	●●●	●●●	IA	Abdu	IDS	C	●●●	●●●	AN, CH
Put +1/+1 counters on Wingfeathers. During your upkeep, put a +1/+1 counter on Wingfeathers. If it has been Swooped or is Swooped since your last tap, Otherwise, remove a +1/+1 counter from Wingfeathers. 0/0.						Abdu	IDS	C	●●●	●●●	AN, CH
Wild Elephant	SC	C	●●●	●●●	ANG	Abdu	IDS	C	●●●	●●●	AN, CH
Trample 3/3.						Abdu	IDS	C	●●●	●●●	AN, CH
Wild Growth	EL	C	●●●	●●●	LUR, 4th, 5th, TM	Abdu	IDS	C	●●●	●●●	AN, CH
Land mana provides an extra +1/+1 when tapped for mana.						Abdu	IDS	C	●●●	●●●	AN, CH
Willow Faerie	Flying 1/2.	SC	R	●●●	●●●	Abdu	IDS	C	●●●	●●●	AN, CH
Take Faerie from your hand and put it back into play. ●●●. Target green creature gains protection from block until the end of turn. 2/2.						Abdu	IDS	C	●●●	●●●	AN, CH

KILLER COMBOS



Sorcery and Remove Enchantments:

Does Sorcery truly suck? Maybe, but it's at least worth trying to abuse a bit first. After you've built up an army of darkness, you should still have those Sarceries in play (trust us, your opponent won't get rid of them). Then bingo! send 'em back to your hand with Remove Enchantments and you're ready for the next wave.

Willow Satyr	SC	R	●●●	2●●	LUR	for each artifact he or she controls.					
Apocalypse											
	SOR	P	●●●	2●●●	TM	Apocalypse	SOR	P	●●●	2●●●	TM
Remove all permanents from the game. Discard your hand.						Armored Gauntlet	SC	C	●●●	●●●	MG
Armored Gauntlet	SC	U	●●●	●●●	VS	●●●. Target creature gets +1/+0. ●●●. Forget gets +0/+1. 1/1.					
●●●. Target creature gets +1/+0.						Artifact Blast	INT	C	●●●	●●●	AD
Counter an artifact as it is being cast.						Atog	SC	C	●●●	●●●	AD, 5th
Atog	SC	C	●●●	●●●	AD, 5th	●●●. Target creature: 2/2. 1/2.					
Avatar	SC	P	●●●	●●●	IA	Avatar	SC	P	●●●	●●●	IA
During your upkeep, if there are no Zombies in play, Sarcerym dies.						Avatar	SC	P	●●●	●●●	IA
Avatar	SC	P	●●●	●●●	IA	Avatar	SC	P	●●●	●●●	IA
Academy X	SC	P	●●●	●●●	IA	Academy X	SC	P	●●●	●●●	IA
Backdraft	IDS	U	●●●	●●●	LG	Backdraft	IDS	U	●●●	●●●	LG
Damage all non-human permanents by round down done by one sorcery to its controller.						Baldwin's Barbarians	SC	C	●●●	●●●	IA
Baldwin's Barbarians	SC	C	●●●	●●●	IA	Random 1 War Makers is unaffected by summoning sickness. 3/3.					
3/3.						Baldwin's Barbarians	SC	C	●●●	●●●	IA
Baldwin's Horde	SC	R	●●●	●●●	AI	Baldwin's Horde	SC	R	●●●	●●●	AI
When this enters play randomly discard a card at any Horde 5, 5.						Baldwin's Hydro	SC	R	●●●	●●●	IA
Baldwin's Hydro	SC	R	●●●	●●●	IA	Put +1/+0 counters on Hydras when it comes into play. 0. Remove a +1/+0 counter to prevent 1 damage to Hydras. 0/0. Put a +1/+0 counter on Hydras during your upkeep. 0/1.					
Put +1/+0 counters on Hydras when it comes into play. 0/0.						Baldwin's War Makers	SC	C	●●●	●●●	AI
Baldwin's War Makers	SC	C	●●●	●●●	AI	Random 1 War Makers is unaffected by summoning sickness. 3/3.					
Random 1 War Makers is unaffected by summoning sickness. 3/3.						Bald Lightning	SC	R	●●●	●●●	DT, 4th, 5th
Bald Lightning	SC	R	●●●	●●●	DT, 4th, 5th	Lightning at end of turn in which it comes into play. 6/1.					
Lightning at end of turn. All your other creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						Barbarian Guide	SC	C	●●●	●●●	IA
Barbarian Guide	SC	C	●●●	●●●	IA	●●●. Give target creature snow-covered landscape ability of your choice until end of turn. Return lecture to its owner's hand at end of turn. 1/2.					
●●●. Give target creature snow-covered landscape ability of your choice until end of turn. Return lecture to its owner's hand at end of turn. 1/2.						Barbed Silver	SC	J	●●●	●●●	TM
Barbed Silver	SC	J	●●●	●●●	TM	Barbed Silver gains +1/+0 until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.					
Barbed Silver gains +1/+0 until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.						Barrowing Attack	IDS	P	●●●	●●●	MG
Barrowing Attack	IDS	P	●●●	●●●	MG	For each creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.					
For each creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.						Battle Frenzy	IDS	C	●●●	●●●	IA
Battle Frenzy	IDS	C	●●●	●●●	IA	All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.					
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						Beasts of Bogarden	SC	U	●●●	●●●	CH
Beasts of Bogarden	SC	U	●●●	●●●	CH	Protection from red Gets +1/+1 if opponent controls white cards 3/3.					
Protection from red Gets +1/+1 if opponent controls white cards 3/3.						Berserk Fury	EC	C	●●●	●●●	AI
Berserk Fury	EC	C	●●●	●●●	AI	If a non-human creature is blocked, it gains trample and gains +4/+4 until end of turn. Comprom.					
If a non-human creature is blocked, it gains trample and gains +4/+4 until end of turn. Comprom.						Betrothed of Fire	EC	C	●●●	●●●	WL
Betrothed of Fire	EC	C	●●●	●●●	WL	Sacrifice an unblocked creature. Enchanted creature gets +2/+0 until end of turn.					
Sacrifice an unblocked creature. Enchanted creature gets +2/+0 until end of turn.						Bird Maiden	SC	C	●●●	●●●	AI, 4th, 5th
Bird Maiden	SC	C	●●●	●●●	AI, 4th, 5th	Flying 1/2.					
Flying 1/2.											

Name	Description	Kid	CR	Rating	Cost	Sets Found	Name	Description	Kid	CR	Rating	Cost	Sets Found
Bleeding Effigy	SC C 2 2 1 1 16 When moved to the graveyard from play, Bleeding Effigy does 3 damage to target creature. If it is moved by another Effigy, it also does damage equal to the damage done to that Effigy. It also does damage equal to its controller's life.						Greavise	EN U 2 2 1 1 16 Creatures with mountainwalk may be blocked.					
Blind Fury	SC U 2 2 1 1 16 All creatures lose trample until end of turn. Double all combat damage to all creatures until turn 3.						Crimson Bellaffe	SC R 2 2 1 1 16 Flying X. Do 1 damage to target creature. Spend red mana only.					
Blistering Barrier	SC C 2 2 1 1 16 Counts as a wall. 5/2						Crimson Kobolds	SC C 2 2 1 1 16 Crimson Kobolds are red creatures. 0/1					
Blood Frenzy	INS C 2 2 1 1 16 Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.						Crimson Manticores	SC R 2 2 1 1 16 Flying X. Do 1 damage to an attacking or blocking creature. 2/2					
Blood Lust	INS C 2 2 1 1 16 Target creature gets +4/+4. Its toughness goes to 0 below 1.						Crimson Roc	SC U 2 2 1 1 16 Flying X. Roc blocks a non-flying creature. It gets +1/+0 and first strike until end of turn. 2/2					
Blood Moon	FA P 2 2 1 1 16 Counts as all non-basic lands at basic mountain.						Crookedshank Kobolds	SC C 2 2 1 1 16 Crookedshank Kobolds are red creatures. 0/1					
Bloodsucking Cyclops	SI C 2 2 1 1 16 Bleeding Cyclops attacks each turn if able. 3/3						Crown of Flames	EN R 2 2 1 1 16 Enchanted creature gets +1/+0 until end of turn. Return Crown of Flame to owner's hand.					
Bogden Firebrand	SC C 2 2 1 1 16 If Bogden Firebrand is put into any graveyard from play, it deals 2 damage to target creature. 2/1						Curse of Mortal Rage	EN R 2 2 1 1 16 Tap to activate. When Curse of Mortal Rage comes into play, Islands do not enter during their controller's main phase.					
Bogger Phoenix	SC R 2 2 1 1 16 Phoenix is put into any graveyard from play and has no controller. It enters Phoenix to play and put a mortal shard. If Phoenix is put into any graveyard and has a mortal shard, remove it from the game. 3/3						Deadshell	SOR R 2 2 1 1 16 Tap target creature. That creature deals damage equal to its power to another target creature.					
Bolt	INS U 2 2 1 1 16 Destroys all islands.						Death Spark	INS U 2 2 1 1 16 Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 1 to pick up Spark.					
Boiling Blood	INS C 2 2 1 1 16 Target creature attacks this turn if able. Draw a card.												
Bone Shaman	SC C 2 2 1 1 16 Target creature damaged by Bone Shaman this turn automatically regenerates 3/3.												
Brand of Ul'Dalen	EN R 2 2 1 1 16 A target creature's controller may not cast summon spells.												
Brassclaw Orcs	SC U 2 2 1 1 16 Orcs can't be assigned to block creatures of power greater than 1. 3/2												
Brothers of Fire	SC C 2 2 1 1 16 Do 1 damage to any target and one damage to you. 2/2												
Brute	SC C 2 2 1 1 16 Target creature gains +1/+0. Regenerates.												
Builder's Bone	SC R 2 2 1 1 16 Destory 2 target artifacts. For each artifact put into the graveyard in this way, Builder's Bone deals 1 damage to that artifact's controller.												
Burnout	WT U 2 2 1 1 16 Counts target blue spell. 1/1												
Burning Palm Effect	SC U 2 2 1 1 16 Do 1 damage to a flying creature. If it loses flying for this turn, 2/2.												
Burning Shield Askari	SC X 2 2 1 1 16 Fighting 1. First strike until end of turn. 2/2												
Burrowing	EC C 2 2 1 1 16 Target creature gains mountainwalk.												
Canyon Drake	SC R 2 2 1 1 16 Flying X. Discard a card at random. Canyon Drake gets +2/+0 until end of turn. 1/2.												
Canyon Wildcat	SC C 2 2 1 1 16 Mountainwalk. 2/1												
Cave People	SC U 2 2 1 1 16 Peeve! Peeve! Get +1/+1 until end of turn after they are attacking. 1/1												
Caverns of Despair	EN R 2 2 1 1 16 No player may attack or block with more than two creatures each turn.												
Chain Lightning	SC F 2 2 1 1 16 Do 5 damage to any target. The target or target's controller may pay 1 for Chain Lightning to do 3 damage to a target of his choosing.												
Chandler	SC C 2 2 1 1 16 Destroy target artifact creature. 3/3												
Choosy Charm	INS S 2 2 1 1 16 Target creature is unaffected by summoning sickness. This turn, or Chaos Brew casts 1 damage to a creature and destroy target's wall.												
Choosy Harlequin	SC R 2 2 1 1 16 Kicks off top 3rd of your library from game. It's a land. Harlequin gets 4/+4 until end of turn; otherwise, Harlequin gets +2/+0. 2/4												
Choselord	INT R 2 2 1 1 16 Changes the color of a card being played or in play to red.												
Chaos Lord	SC R 2 2 1 1 16 First strike. Chaos Lord is unaffected by summoning sickness, but not the first time in summer. No play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7												
Chaos Moon	EN R 2 2 1 1 16 If the number of permanents during upkeep is odd, all red creatures gain +1/+1 and all mountain artifacts are activated. If it is even, all red creatures gain -1/-1 and all mountain artifacts produce countless mana.												
Chophosphore	EW R 2 2 1 1 16 Creatures with flying cannot block creatures without flying. Creatures without flying can't block creatures with flying.												
Cloudy Goo	SC F 2 2 1 1 16 Cloudy Goo comes into play with three -1/+1 counters on it. During your upkeep, you may flip a coin. If the flip is heads, add a -1/+1 counter to Cloudy Goo. Otherwise, remove a -1/+1 counter from it. 0/0												
Cinder Goo	SC C 2 2 1 1 16 Destory target creature. If the creature is white, Cinder Goo deals that creature's controller damage equal to the creature's power.												
Cinder Giant	SC U 2 2 1 1 16 During your upkeep, Cinder Giant deals 2 damage to each other creature creature. 3/3												
Cinder Wall	SC C 2 2 1 1 16 If Cinder Wall blocks, destroy it at end of combat. 3/3												
Cone of Flame	SCB U 2 2 1 1 16 Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.												
Conquer	EL U 2 2 1 1 16 Take control of target land.												
Consuming Ferocity	EC U 2 2 1 1 16 Play as a non-wall creature. Creature gets +1/+0. During your upkeep, put +1/+0 counter on it. At the end of any upkeep, if that creature has three or more counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.												
Desert Nomads	SC C 2 2 1 1 16 DesertNomads immune to damage from Deserts. 2/2												
Desperate Combat	INS U 2 2 1 1 16 If a target creature's controller blocks, it deals 1 damage to that creature's controller.												
Detonator	SOR U 2 2 1 1 16 Destory target artifact and do X damage to its controller. X is the casting cost of the artifact.												
Disharmony	INS R 2 2 1 1 16 Destory target attacking creature and gain control of it until end of turn.												
Disintegrate	SC R 2 2 1 1 16 Big damage to target. If target dies this turn, remove it from game.												
Dragon Wheeble	SC X 2 2 1 1 16 Flyby. X + 1/+0. If more than 3/3 is spent this way in one turn, Dragon Wheeble dies at end of turn. 2/3												
Dwarven Armorer	SC R 2 2 1 1 16 Borrow a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. D 2												
Dwarven Armory	EN R 2 2 1 1 16 Sacrifice a card to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.												
Dwarven Berserker	SC C 2 2 1 1 16 If Berserker is blocked, it gets +3/+0 and gains trample until turn ends. 1/1												
Dwarven Catapult	INS U 2 2 1 1 16 Do 3 damage, divided evenly among all of opponent's creatures.												
Dwarven Demolition Team	SC U 2 2 1 1 16 Destory target wall. 1												
Dwarven Lieutenant	SC U 2 2 1 1 16 Give target Dwarf +1/+0 until end of turn. 1/2												
Dwarven Miner	SC U 2 2 1 1 16 Destroy target nonbasic land. 1/2												
Fire Drake	SC U 2 2 1 1 16 Do X damage, divided evenly among any number of targets (round down).												
Fire Elemental	SC U 2 2 1 1 16 Tap for 1. 5/4												
Fire Who	EC C 2 2 1 1 16 Play only on a creature. You control Enchanted creature gains the ability:												
Firerly	SC U 2 2 1 1 16 Do 1 damage to target creature or player. Whirlwind 1 fire.												
Firewall	SC R 2 2 1 1 16 Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.												
Fireblast*	INS R 2 2 1 1 16 You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.												
Firebreathing	EC C 2 2 1 1 16 +1/+0												
Firefly	SC U 2 2 1 1 16 Flyby. 1. Firefly gets +1/+0 until end of turn. 1/1												
Fireslinger	SC C 2 2 1 1 16 Fireslinger deals 1 damage to target creature or player and 1 damage to you. 1/1												
Fireriot	INS R 2 2 1 1 16 Discard X cards. Do X damage to each of X creatures and/or players.												
Firestorm Phoenix	SC R 2 2 1 1 16 Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2												
Fissure	INS C 2 2 1 1 16 Bury target land or creature.												
Fit of Rage	SOR C 2 2 1 1 16 Target creature gets +3/+3 and gains first strike until end of turn.												
Flame Elemental	SC U 2 2 1 1 16 Sacrifice. Do damage equal to Elemental's power to a creature. 3/2												
Flame Spark	SC U 2 2 1 1 16 +1/+0 until end of turn. 2/3.												



Restricted	ART Artifact	CU Cumulative Upkeep	EE Enchant Enchantment	EW Exchange World	LAN Land
Banned	AF Artifact Creature	FA Enchant Artifact	EL Enchant Land	IHS Instant	LL Legendary Land
Booted on Extended only	CR Current Ranty	EC Enchant Creature	EN Enchantment	INT Interrupt	MIS Mana Source
					SUM Summon Creature

MAGIC

The Gathering®

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Flare	IMS	C	•••	•••	MG, 5th
Flare does one damage to any target. Casting.					
Flashfires	SOR	U	•••	•••	L,U,R,4th,5th
Destroy all planes in play.					
Flawstone Giant	SC	C	•••	•••	TM
Flawstone Giant gets +2/+2 until end of turn 3/3					
Flawstone Salamander	SC	U	•••	•••	TM
Salamander deals 1 damage to target creature blocking it. 3/4					
Flawstone Wyvern	SC	R	•••	•••	TM
Flying. (1) Flawstone Wyvern gets +2/+2 until end of turn. 3/3.					
• Fork	INT	R	•••	•••	L,U,R
Duplicate a sorcery instant just cast. You choose the new target.					
Frost Giant	SC	U	•••	•••	LG
Rampage. 2/4/4.					
Furnace of Roth	EN	R	•••••	•••••	TM
Lightning bolt damage assigned to any creature or player.					
Game of Chess	SOR	U	•••	•••	IA, 5th
Choose target player and flip a coin. If you win, 1 life and opponent loses 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.					
Giant Strength	EC	C	•••	•••	L,U,R,4th,5th, TM
Make target creature +2/+2.					
Glacial Crevasses	SC	U	•••	•••	IA
Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.					
Glyph of Destruction	IMS	C	•	•	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.					
Golden Arrows	SC	U	•	•	AQ, CH
• Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1					
Goblin Ballista Brigade	EN	R	•••	•••	L,U, 4th
• Damage dealt by target creature is halved. 1/1					

KILLER COMBOS



Ghost Town and Winter Orb: Okay, now Ghost Town really does suck, but it's not without its uses. It gets pretty hot down in Dodge City, hot enough that the Winter Orb doesn't affect it. Just zap the tapped Town back to your hand and you'll have an extra untapped land next turn... Hey, what ya want? We're talking about Ghost Town here!

Goblin Bomb	EN	R	•••	•••	WL
Damage +1/+1. When it enters the play zone, if the big ends up in your graveyard, return it to the battlefield. Otherwise, damage 1 to target creature or player.					
Goblin Bombardment	EN	R	•••	•••	TM
If target land is a basic mountain, all Goblins gain +0/+2.					
Goblin Caves	SC	U	•••	•••	DK, 5th
If target land is a basic mountain, all Goblins gain +0/+2.					
Goblin Chameleon	SC	C	•	•	FE
Sacrifice a Goblin to regenerate a creature. 0/2.					
Goblin Digging Team	SC	C	•	•	DK, 5th
• Sacrifice Digging Team to destroy target wall. 1/1					
Goblin Elite Infantry	SC	C	•••	•••	MG
If Intimidate blocks or is blocked, it gets +1/-1 until end of turn. 2/2					
Goblin Flotilla	SC	R	•••	•••	FE
Intimidate. At the start of the attack, pay 1 or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2					
Goblin Gravestones	SOR	U	•••	•••	FE
Sacrifice a Goblin to deal 5 damage to a target.					
Goblin Gravitators	SC	U	•••	•••	WL
• Gravity. Damage targets creature and target land. Use this ability only if Goblin Gravitators is attacking and unblocked. 1/2					
Goblin Hero	SC	C	•••	•••	DK, 5th
• 1/2					
Goblin King	SC	R	•••	•••	L,U,R,4th,5th
All Goblins gain mountainwalk and +1/+1. 2/2.					
Goblin Kites	EN	U	•••	•••	FE
• Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.					

Name	Kind	CR	Rating	Cost	Sets Found
Goblin Mutant	SC	U	•••	•••	IA
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2.					
Goblin Recruiter	SC	U	•••	•••	VS
An Recruiter comes into play, search your library for any number of Goblin cards, put them on top of your library in any order. 1/1					
Goblin Rock Slid	SC	C	•	•	DK, 4th
Trample. Rock Slid may not attack unless opponent controls at least one mountain. Rock Slid does not untap if it attacked last turn. 3/1					
Goblin Sappers	SC	C	•••	•••	IA
• Target creature you control is unblockable. That creature and Sappers can't attack after combat. • Target creature you control is unblockable. That creature is destroyed after combat. 1/1					
Goblin Shout	SOR	U	•••	•••	MG
Put three tokens in play. Treat as 1 red goblin with mountainwalk.					
Goblin Shrine	EL	C	•••	•••	DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.					
Goblin Ski Patrol	SC	C	•	•	IA
Flying and +2/+0. Use only once and only if you control snow-covered lands. Bury Ski Patrol or end of turn 1/1.					
Goblin Soothsayer	SC	U	•••	•••	MG
Sacrifice a Goblin. All red creatures get +1/+1 till and all turn 1/1.					
Goblins of the Flora	SC	C	•••	•••	DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1					
Goblin Snowman	SC	U	•••	•••	IA
Snowman winter takes no deals damage in combat when blocking. • Target creature you control deals 1 damage to the creature it blocks. 1/1					
Goblin Swine Rider	SC	C	•	•	VS
• Target Goblin is blocked, it deals 2 damage to each attacking creature and 1 damage to each blocking creature. 1/1.					
Goblin Tinkerer	SC	C	•••	•••	MG
• Destroy target artifact. That artifact deals an amount of damage equal to 1/2 its attack. 1/2.					
Goblin Vandal	SC	U	•••	•••	WL
• Destroy target artifact. Every other creature Goblin Vandal deals no combat damage this turn. • Ability only if Goblin Vandal is blocking and unblocked. 1/2.					
Goblin War Drums	EN	C	•••	•••	FE, 5th
Each attacker you control may not be blocked with less than two creatures.					
Goblin Warriors	EN	R	•••	•••	FE, 5th
• Sacrifice 7 Goblins to put 3 1 red goblin tokens into play.					
Goblin Wizard	SC	U	•••	•••	DK
• Put a Goblin from your hand directly into play. • Give target Goblin protection from white until end of turn 1/1.					

Name	Description	Kind	CR	Rating	Cost	Sets Found	Name	Description	Kind	CR	Rating	Cost	Sets Found
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Magnetic Mountain	EN R •••	● ● ●	AH, R, 4th
To tap a blue creature, controller must spend four lands during upkeep.			
Memberis	EN R •••	● ● ●	L,U,R,4th, 5th
Do one damage to controller whenever he draws mana from any land.			
Mesa Clash	SOR R •	●	DK, R, 4th, 5th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both coins come up heads.			
Mesa Flare	EN R •••	● ● ●	L,U,R, 4th, 5th
Each land produces an extra mana of its normal type.			
Mazax of Kald	SC R •••	● ● ●	WL
Mazax of Kald has power equal to the total number of unspent artifacts, creatures, and lands you control. /•			
Marton Stronghold	SL R •••	● ● ●	WL
If Marton attacks, all other attacking creatures get +1/+1 until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all allies blocks gain +1/+1 until end of turn. 1/1			
Meteor	INS U •••	● ● ●	LA
Cast your turn during combat before defense is chosen. Choose how your attackers are blocked. After blocking targets, untap any unblocked attackers. Treat those creatures as if they had not attacked.			
Mething	EN U •••	● ● ●	LA
All snow-covered lands turn into snow-covered lands of some type.			
Meteor Shower	SOR C •••	● ● ●	LA
Do +1 damage divided among any number of targets.			
Mesa Djinn	SC R •••	● ● ●	AM, R
If Djinn attacks, flip a coin. If opponent wins, Djinn gets but doesn't attack. 6/3.			
Mob Mentality	EC U •••	● ● ●	VS
Enchanted creature gains trample. If all non-blue creatures you control attack, enchanted creature gets +7/+0 until end of turn, where * is equal to the number of attacking creatures.			
Moga Concepts	SC C •	●	TM
Moga Concepts cannot attack unless you have successfully cast a creature spell the turn. 2/2.			
Moga Fanatic	SC C •••	● ● ●	TM
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1			
Moga Leader	SC C •••	● ● ●	TM
Moga Leader: Target creature gets +1/+1 until end of turn. 1/1			
Moga Squad	SC U •••	● ● ●	TM
Moga Squad gets +1/-1 for each other creature in play. 3/3.			
Mora's Gobelin Raiders	SC C •	●	L,U,R, 4th, 5th
1/1.			
Mountain Goat	SC C •••	● ● ●	LA, 5th
Mountainwalk, 1/1			
Mountain Yeti	SC C •••	● ● ●	L,U, CH
Mountaintroll, protection from white. 3/3.			
Murdida	EN R •••	● ● ●	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.			
Nuklonus Dragon	SC R •••	● ● ●	PR
Flying bands +1/+0 until end of turn. Burn Nuklonus Dragon if more than 10 is spent in this manner in one turn. 1/1.			
Ola Quarter	EN R •••	● ● ●	TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.			
Ogre Enforcer	SC R •••	● ● ●	VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source does enough damage to destroy it. 4/4			
Omen of Fire	INS R •••	● ● ●	AI
Return all lands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.			
Opportunist	SC S •••	● ● ●	TM
Opportunist deals 1 damage to target creature that was damaged this turn. 1/2			
Orc General	SC U •••	● ● ●	DR
Sacrifice an Orc or Goblin to give all Orcs +1/+1 at end of turn. 2/2			
Orcish Artillery	SC U •••	● ● ●	L,U,R, 4th, 5th
Does 2 damage to any target and 3 damage to you. 1/3. Misprint: Alpha version lists casting cost as 0.			
Orcish Commandos	SC U •••	● ● ●	IA
Does 2 damage to any target and 3 damage to you. 1/3.			
Orcish Captain	SC U •••	● ● ●	FE, 5th
Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets 0/-2. 1/1.			
Orcish Concepts	SC C •	●	LA, 5th
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2			
Orcish Farmer	SC C •••	● ● ●	IA, 5th
Target land into a swamp until its controller's next upkeep. 2/2.			
Orcish Healer	SC U •••	● ● ●	IA
Target creature may not regenerate. +0/+0. Regenerate a black or green creature. 1/1.			
Orcish Librarian	SC R •••	● ● ●	IA
Take the top eight cards of your library and randomly remove 4 from the game. Put the rest in any order on top of your library. 1/1.			
Orcish Lumberjack	SC C •••	● ● ●	IA
Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.			
Orcish Mechanics	SC C •••	● ● ●	AD
Attack an artifact. Do 2 points of damage to any target. 1/1			
Orcish Mine	FL U •••	● ● ●	HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orcish Mine deals 1 damage to land's controller.			
Orcish Onslaught	EN U •••	● ● ●	L,U,R, 4th, 5th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as 0.			
Orcish Setters	SC U •••	● ● ●	WL
+0/+0. Sacrifice Orcish Setters. Destroy X target lands. 1/1.			
Orcish Spy	SC C •••	● ● ●	FE
Look at the top 3 cards in target player's library. 1/1.			
Orcish Squatters	SC V •••	● ● ●	IA, 5th
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3			
Orcish Veteran	SC C •••	● ● ●	FE
Cannot block white creatures of power greater than 1. First strike until end of turn. 2/2.			

Orgo	SC R •••	● ● ●	RR3	FE, Sth
Example: Can't attack if opponent has an untapped creature of power greater than 2. On 1 block creatures of power greater than 2. 6/6				
Pollinod	SC R •••	● ● ●	TM	
Pollinod has power equal to the number of tapped lands. Target opponent controls +3.				
Portic	INS C ••	● ●	IA, 5th	
Target may not block. Misprint: Can't.				
Pillage	SOR U •••	● ● ●	AI	
Any target artifact or land.				
Power Surge	EN R •••	● ● ●	L,U,R, 4th	
Before upkeep phase, active player must count untagged lands. During his upkeep, that player takes 1 damage for each land that had been untagged.				
Primate Justice	SOR D •••	● ● ●	AI	
Destory target artifact. Destroy a target artifact for each \bullet you pay in addition to the casting cost. Destory a target artifact and gain one life for each \bullet you pay in addition to the casting cost.				
Prismatic Ozze	SC U •••	● ● ●	LG, CH, 5th	
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay \bullet per counter or Ozze deals 1 damage to you per counter and lays 1/1.				
Pyric Sabotander	SC C •••	● ● ●	MG	
+1/+0 until end of turn. Burn Sabotander at end of turn. 1/1.				
Pyroblast	INT C •••	● ● ●	IA, 5th	
Counter target blue spell or destroy target blue permanent.				
Pyroclasm	SOR U •••	● ● ●	IA	
Do 2 damage to each creature.				
Pyromancer	INS U •••	● ● ●	AI	
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.				



In Advanced Dungeons & Dragons there are four types of genies, one for each element: Djinn (air), Efreet (fire), Marid (water) and Dao (earth). Three of these are represented in Magic—you didn't forget about the Old Man of the Sea, did you? Alas, the closest thing to a Dao is the Earth Elemental.

Pyrotechnics	SOR U •••	● ● ●	LG, 4th, 5th	
Do 4 damage divided any way among any number of targets.				
Quarum Trench Gnomes	SC R •••	● ● ●	LG	
Target planes produce \bullet instead of \bullet until end of game. 1/1				
Raging Bull	SC C •	● ● ●	LG	
2/2. Boooooooooming!				
Raging Gorilla	SC C •••	● ● ●	VS	
If Gorilla blocks or is blocked, it gets +2/+2 until end of turn. 2/3.				
Raging River	EN R •••	● ● ●	LU	
When attacking, divide opponent's ground creatures on either side of river. Choose on which side of river to place each creature. Attacks can only be blocked by flying creatures or those on same side of river.				
Raging Spirit	SC C •••	● ● ●	MG	
Raging Spirit is colorless until end of turn. 3/3.				
Reading Party	EN U •••	● ● ●	FE	
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all planes. Any player may tap a white creature to save up to 2 planes.				
Rathi Dragon	SC R •••	● ● ●	TM	
Flame: When Rathi Dragon comes into play, sacrifice two magicians or sacrifice three Dragon S's.				
Rockers' Timbermage	SC R •••	● ● ●	MG	
Does 1 damage to any target and 1 damage to itself. 2/2.				
Bad Elemental	INT C •••	● ● ●	L,U,R, 4th	
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed types as instant.				
Reign of Chaos	SOP U •••	● ● ●	MG	
Destory jet planes or island and target white or blue creature.				
Relentless Adept	SOF R •••	● ● ●	VS	
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.				

Renegade Warlord	SC U ••	● ●	TM	
First strike. If Renegade Warlord attacks, each other attacking creature gets -1. +0 until end of turn. 3/3.				
Retribution	SOR U ••	● ● ●	HL	
Choose 2 creatures controlled by opponent. Burn one and put \bullet +1 counter on the other. That opponent chooses which creature is burned.				
Rock Hydra	FL R •••	● ● ●	U,L,R	
Put \bullet +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends \bullet per head. During upkeep, new heads may be grown for \bullet each 0/0.				
Rock of Kher Ridges	SC R •••	● ● ●	L,U,R	
Flying 3/3				
Rock Slide	INS C •••	● ● ●	VS	
Rock Slide deals X damage divided any way you choose among any number of target attacking or blocking creatures without flying.				
Rock Skorpion	SC R •••	● ● ●	AI	
Flying. At beginning of upkeep, put a counter on Skorpion. During upkeep, pay \bullet for each \bullet on Skorpion or remove all counters from Skorpion as opponent gains control of Skorpion.				
Rolling Thunder	SOR C •••	● ● ●	TM	
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.				
Rukh Egg	SC C •••	● ● ●	AN	
Rukh Egg goes to the graveyard from play, get a 4/4 Flying red creature at end of turn. 0/3.				
Subterranean Tiger	SC C •••	● ● ●	IA, 5th	
First strike. 2/1				
Sandstone Warrior	SC C •••	● ● ●	TM	
Resist 1. Sandstone Warrior gets +1/+0 until end of turn. 1/3				
Sawtooth Ogre	SC C •••	● ● ●	WL	
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3				
Scorched Earth	SOR R •••	● ● ●	TAH	
Choose and discard X land cards. Destroy X target lands.				
Searing Spine Asari	SC C •••	● ● ●	AM	
Flying. Cannot be blocked by only one creature this turn.				
Searing Touch	INS U •••	● ● ●	TM	
Bayback. 0. Searing Touch deals 1 damage to target creature or player.				
Shadow Troll	SC R •••	● ● ●	L,U,R	
Shadowtroll deals 2 damage to each creature with shadow.				
Shelter	INS C •••	● ● ●	L,U,R, 4TH, JA, SA, TM	
Destroy all artifacts in play.				
Sherriff	SC R •••	● ● ●	AQ, R, 5th	
Bury all artifacts in play.				
Shivan Dragon	SC R •••	● ● ●	L,U,R, 4th, 5th	
Flying +1/+0 5/5				
Shock	SC R •••	● ● ●	TM	
Shockler damages any player that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1				
Sister of the Flame	SC C •••	● ● ●	DC, 4th	
Add \bullet to your mana pool. 2/2				
Smoke	EN R •••	● ● ●	L,U,R, 4th, 5th	
Each player may only untap one creature during upkeep phase.				
Soldier of Fortune	SC U •••	● ● ●	AI	
Target player shuffles his library. 1/1				
Solfatara	INS C •••	● ● ●	VS	
Target player cannot play any land cards this turn. Centrip				
Song of Blood	SOR C •••	● ● ●	VS	
Put the four cards from your library into graveyard. For each creature card that survives, add 1 to its power.				
Spinal Villain	SC R •••	● ● ●	LG	
Destroy target blue creature. 1/2				
Spring Brute	SC U •••	● ● ●	VS	
Flying +1/+0 until end of turn. You can't spend more than \bullet in this very harsh turn. 2/2				
Splitting Earth	SOR C •••	● ● ●	AG	
Do damage to a creature equal to number of mountains you control.				
Starke at Rath	SC R •••	● ● ●	TM	
Target creature is targeted by Rath. That permanent's controller gains control of Starke at Rath permanently. 2/2				
Stone Giant	SC U •••	● ● ●	L,U,R, 4th, 5th	
● Use one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.				
Stonelands	EC C •••	● ● ●	IA	
Target creature gains +0/+2. Gains +1, +0 until end of turn.				
Stone Rain	SOR C •••	● ● ●	L,U,R, 4TH, JA, SA, TM	
Destroy any one land.				
Stone Sprout	SC U •••	● ● ●	IA, 5th	
Stone Sprout cannot be blocked by flying creatures. 4/3.				
Storm Shaman	SC C •••	● ● ●	AI	
+1/+0 until end of turn. 0/4.				
Storm World	EW R •••	● ● ●	LG	
During upkeep do 1 damage to players for each card in hand below 4.				
Stun	INS C •••	● ● ●	TM	
Target creature cannot block this turn. Draw a card.				
Subterranean Spirit	SC R •••	● ● ●	MG	
Prismatic from red. Do 1 damage to each non-blue creature. 3/3.				
Sudden Impact	IMS U •••	● ● ●	TM	
Sudden Impact deals 1 damage to target player for each card in his hand.				
Sun'Ala Lancer	SC C •••	● ● ●	VS	
Sun'Ala Lancer is unaffected by summoning sickness. 2/2				
Talhagor's Rage	EC U •••	● ● ●	TM	
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.				
Talhagor Champion	SC C •••	● ● ●	VS	
First Strike. Whenever Talhagor Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.				

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Tokum Monstros	SC	C	***	●●●	MG
Tokum Monstros is unaffected by summoning sickness. 3/3					
Tokum Piper	SC	U	***	●●●	VS
All creatures with flying die to block. Tokum Piper do so. 3/3					
Tokum Tot	SL	R	***	●●●	MG
Fighting. If Tokum attacks, all attacking flankers get +1/+1. 2/2					
Tokum Tot's Effect	INS	R	***	●●●	MG
Remove from the game target permanent you own or control. Casting.					
Tempo Effect	SC	R	•	●●●●	LG, 4th
• Souffle: Pick a card randomly from opponent's hand and place it in yours, buying Effect in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3					
Thunderball	WIS	C	***	●●●	WL
Do 3 damage to target player or 4 damage to target creature with flying.					
Thundermire	SC	R	***	●●●	WL
Thundermire is unaffected by summoning sickness. When Thundermire comes into play, tap all other creatures. 5/5.					
Tooth and Claw	EN	R	•	●●●	TM
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Tor Golem	SC	C	**	●●	IA
3/3.					
Torrent of Lava	SOR	R	***	●●●	MG
Do 3 damage to each creature without flying. Each creature gains +1. Prevent 1 damage to this creature from Torrent of Lava.					
Totem War	EN	R	•	●●●	IA
When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that come into play this turn.					
Tremor	SOR	C	**	●●	VS
Tremor deals 1 damage to each creature without flying.					
Tunnel	SOR	C	**	●●	LG, 4th
Bury target wall.					
Two-Headed Giant of Fortes	SC	R	***	●●●	LU
Trample. May block two creatures in combat. 4/4.					
Udihon Troll	SC	U	***	●●●	LG, 4th
• Regenerates: 2/2					
Vardhali's Crusader	SC	C	**	●●	AL
• Can only be blocked by walls. Bury Crusader at the end of turn. 3/2					
Vardhali's War Riders	SC	C	**	●●	AL
Trample, rampage. 1 CU. Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.					
Vertigo	WIS	U	***	●●●	IA
Do 2 damage to target flying creature, which loses flying this turn.					
Veteran's Tome	EC	C	**	●●	AJ
Play any creature you control. • Tap creature to give any other target creature +2/+1 until end of turn.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Wall of Heat	SC	C	**	●●●	LG, CH
7/5					
Wall of Lava	SC	U	**	●●●	IA
• +1/+1 until end of turn. 1/3.					
Wall of Opposition	SC	U	***	●●●	LG, CH
• +1/+0 until end of turn. 0/6.					
Wall of Stone	SC	U	**	●●●	LG, 4th, 5th
• +1/+0 until end of turn. 0/6.					
• Wheel of Fortune	SOR	R	****	●●●	LG, UR
All players must discard their hands and draw seven new cards.					
Wild Worm	SC	U	**	●●●	TM
When Wild Worm comes into play, flip a coin. If you lose the flip, return this worm to owner's hand.					
Wildfire Embassy	SC	U	***	●●●	MG
Prints from white 1/1. • +1/+0 until end of turn. 2/4.					
Windseeker Centaur	SC	R	**	●●●	BOOK
Does not stop to attack. 2/2					
Winds of Change	SOR	R	***	●●●	LG, 4th, 5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.					
Winter Sky	SOR	R	**	●●●	HL
Fog in. If you win, Winter Sky does one damage to each creature and player. Otherwise, each player draws a card.					
Word of Blasting	INS	U	**	●●●	LG, 5th
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the spell.					
Yellow Brood	SC	R	**	●●●	AN
Tap in. When defending, if opponent wins flip, opponent may decide whether or not Yellow Brood blocks. 3/6.					
Zirion of the Claw	SL	P	***	●●●	MG
• +1/+0. Scrub your library for 1 Dragon card and put it into play. Then, instant +1/+1 by summoning sickness. Remove the creature from the game at the end of turn. 3/4					

WHITE

Abbey Garroyle	SC	U	***	●●●●	HL, 5th
Flying. Protection from red. 3/4.					
Abbey Matrion	SC	C	**	●●●	HL
• • +0/+3 till end of turn. 1/3					
Abeyance	INS	R	***	●●●	WL
Target player may not play instants, enchantments, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.					
Abu Jai Far	SC	U	***	●●●	LG, CH
If Abu Jai Far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.					
Adaraka Unicorn	SC	C	**	●●●	AL
• Also, when a creature ends its turn in your mana pool, this mana can only be used for creatures upkeep. 2/2.					
Advance Scout	SC	C	**	●●●	TM
First strike. • Target creature gets first strike until end of turn. 1/1					
Afterlife	WIS	U	***	●●●	MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.					
Alley Argonauts	SC	R	•	●●●	LG, CH
Of your nonwhite 1 creatures, only Legionnaire may attack. 8/4					
Alabaster Dragon	SC	R	***	4/4	WL
• Tap target creature.					

KILLER COMBOS



Nature's Revolt and Humility: With Nature's Revolt, all lands are 2/2 creatures. That means all instant and enchantments are 1/1 creatures. "One cannot cleanse the wounds of failure." Karn, silver golem

Vishnu Sandstalker SC U *** ●●●
Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2

Vishnu Worrler SC C ** ●●●

Volcanic Dragon SC R *** ●●●
Volcanic Dragon is unaffected by summoning sickness. 4/4

Volcanic Geyser INS U *** ●●●

Volcanic Geyser deals X damage to target creature or player.

Wall of Diffusion SC C *** ●●●

Wall of Diffusion can block creatures with shadow 0/5.

Wall of Dust SC U • ●●●

Creatures blocked by Wall of Dust may not attack next turn. 1/4.

Wall of Earth SC C *** ●●●

0/6

Wall of Fire SC U ** ●●●

+1/+0. 0/5

VS

MG

Flying. If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library. 4/4.

Alabaster Potion INS C *** ●●●●

Give target player X life or prevent X damage to any target.

Amulet INS C *** ●●●

Upset target non-fighting creature and give it +1/+3 this turn.

Alura INS C *** ●●●

• Remove the top card in your graveyard from the game. Prevent 1 damage to any creature.

Amulet of Despair SC C *** ●●●

Creatures with power greater than 2 may not block Amulet. 1/1

Angelic Protector SC U *** ●●●

Flying. If Angelic Protector is the target of a spell or ability, it gets +0/+3 until end of turn. 2/2.

Angelic Renewal EN C *** ●●●

If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play.

Blue Scarab EC U ** ●●●

Target creature gets +2/+2 as long as any other player has any blue cards.

Blue Ward EC U ** ●●●

Target creature gains protection from blue.

Bronzewich EC C *** ●●●

Target creatures may not attack unless its controller spends 0.

Call to Arms EN R *** ●●●

Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Burly Cat to Arms if target opponent doesn't control more cards of that color than any other color.

Consort SC C *** ●●●

Bonds. Conkal and those bonded to him are immune to Deserts. 0/1

Caribou Roarz EL R *** ●●●●

+1 Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. • Sacrifice a token to gain 1 life.

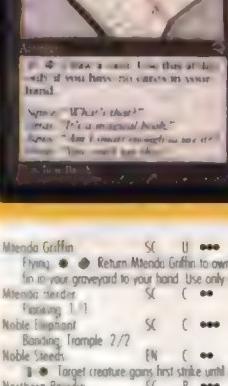
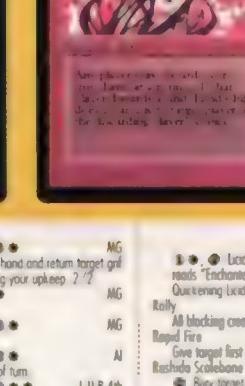
Name	Kid	CR	Rating	Cost	Sets Found	Name	Kid	CR	Rating	Cost	Sets Found	Name	Kid	CR	Rating	Cost	Sets Found
Carrier Pigeons	SC	C	•	●●	M	Equinax	EL	C	••	●	LG	Fortified Area	EN	C	••	●●●	LG
Flying, Contag. 1/1.						Top target land to counter a spell that destroys your land						Save all your walls +1/-1 end of turn bonding					
Castle	EN	U	•••	●●	LUR, 4th, 5th	Equipment	EL	R	••	●	VS	Freezing Sphere	SC	C	••	●●	VS
Your unopped creatures gain +1/+2. Attackers don't get this bonus.						Swing your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Frosting, protection from red, 1/1					
Celestial Devour	EN	R	•••	●●	MG	Reanimate them (creatures are destroyed)						Pyroclastic Flame	SC	•••	*		UA
All non-land cards you own that are not in play are white. All non-land permanent you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are *						Put a Knight token into play. Treat as 1/1 white bonding creature.						Pyroclastic Flame	SC	•••	●		TAN
Circle of Protection: Antiblack	EN	U	•••	●●	AQ, 4th, 5th	Ethereal Champion	SC	R	•••	●●●	MG	Pay 1 life: Prevent 1 damage to Ethereal Champion 3/4	INS	R	•••	●●	AI
Prevent all damage you get from an artifact source.						Put a Knight token into play. Treat as 1/1 white bonding creature.						Pay 1 life: Prevent 1 damage to Ethereal Champion 3/4	INS	R	•••	●●	AI
Circle of Protection: Black	EN	C	•••	●●	BUD, 4th, 5th, TM	Exile	SC	R	•••	●●●	AI	Remove target non-white attacker from grave. Gain life = toughness.	INS	R	•••	●●	AI
Prevent all damage to you from one black source.						Exile	SC	R	•••	●●●	AI	●●● Destroy target black creature, 1/1	INS	R	•••	●●	AI
Circle of Protection: Blue	EN	C	•••	●●	LUR, 4th, 5th, TM	Eye for an Eye	SC	R	•••	●●●	AI	Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	•••	●●●	ANR, 4th, 5th
Prevent all damage to you from one blue source.						Eye for an Eye	SC	R	•••	●●●	AI	Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	•••	●●●	ANR, 4th, 5th
Circle of Protection: Green	EN	C	•••	●●	LUR, 4th, 5th, TM	Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Prevent all damage to you from one green source.						Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Circle of Protection: Red	EN	C	•••	●●	LUR, 4th, 5th, TM	Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Prevent all damage to you from one red source.						Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Circle of Protection: Shadow	EN	C	•••	●●	TAN	Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Prevent all damage to you from a creature with shadow.						Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Circle of Protection: White	EN	C	•••	●●	LUR, 4th, 5th, TM	Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Prevent all damage to you from one white source.						Eye for an Eye	SC	R	•••	●●●	AI	Eye for an Eye	SC	R	•••	●●●	VS
Civic Guidance	SC	C	•••	●●	MG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
●●● Target creatures gets +0/+1 until end of turn. ●●● Put target creature you control on top of owner's library 1/1.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Cocaine	SC	R	•••	●●	LG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Destiny, all lands creatures in play						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Cocaine	SC	R	•••	●●	DR	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
All lands are destroyed. Anytime you pay 1 life per land they wish to save.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Corpse	SC	R	•••	●●	TM	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
●●● Prevent 1 damage to any creature or play 1/1.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Corpse of the Royal Standard	SC	C	•••	●●	LG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
It takes away regenerate unless opponent pays 1/1.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Corporation Angle	SC	C	•••	●●	TM	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Flying. When a non-human Eagle comes into play, destroy target enchantment 2/2.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Exile	EN	U	••	●●	LA	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
●●● During each player's upkeep, Snap does 1 damage to that player for each snow-covered land he or she controls.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Combat Medic	SC	C	•••	●●	FE	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
●●● Prevent 1 damage to a player or creature 1/2.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Conqueror Land	EL	U	•••	●●	LG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Target land is immune from all effects that would destroy it.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Conversion	EN	U	•••	●●	LUR, 4th	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
All mountains are now plains. You must pay 1● during upkeep.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Cooperative	EC	C	•••	●●	IA	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Target creature gains bonding.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Crusade	EN	R	•••	●●	LUR, 4th, 5th	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
All white creatures gains +1/+1.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Damping Field	EN	U	•••	●●	AO	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
No one may enter more than one artifact during his upkeep phase.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Dragon Griffon	SC	U	•••	●●	VS	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Flying. Sacrifice Dragon Griffon. Destroy target black creature, 2/2.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Draconic Archetype	SC	R	•••	●●	LG, 4th, 5th	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
●●● Do 1 damage to attacking or blocking creature.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Draconic Archetype	SC	R	•••	●●	MG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Draconic Archetype, giving its equipping ability to itself.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Divine Retribution	RS	R	•••	●●●	MG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Do 1 damage to target attacking creature for each attacking creature.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Divine Transformation	EC	U	•••	●●●	LG, 4th, 5th	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Give target creature +3/+3.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Drought	SC	R	•••	●●●	IA	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
During your upkeep, pay 1● or destroy Drought. In order to cast a spell that does not cost 1● or less, the player whose turn it is the player must sacrifice a swamp for each ● in the spell or effect.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Dwarven Falcon	SC	C	•••	●●	WL	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Flying, protection from black, 1/1.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Dwarf King	SC	U	•••	●●●	DK, 5th	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Remove any two target artifacts from the game.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Griffin	SC	C	•••	●●	MG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Flying, first strike, 2/2.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Griffin	SC	R	•••	●●●	LG, 4th	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Griffin cannot attack until it has been assigned to block. 5/5						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Inventor	SC	R	•••	●●●	TM	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Inventor blocks. It deals 1● damage to target attacking creature. 2/2						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Inventor	SC	R	•••	●●●	IA	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Elvish Inventor, damage to target creature, 2/2.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Enduring Removal	EN	R	•••	●●●	M	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Play with your hand faceup. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Enduring Removal	EN	R	•••	●●●	M	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Play with your hand faceup. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Energy, damage	EN	R	•••	●●●	IA	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
EN, 1● damage done by instant, artifacts, and abilities is reduced to 0●. Energy, abilities do not trigger during their controller's turn.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Enlightened Tutor	RS	D	•••	●●●	MG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Search your library for an artifact, enchantment, card and reveal that card to all players. Put the revealed card back on top of it.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	AI
Equinox	EL	C	••	●●	LG	Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Top target land to counter a spell that destroys your land.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG
Equip your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.						Exile	SC	R	•••	●●●	AI	Exile	SC	R	•••	●●●	LG

MAGIC

The Gathering®

players' guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Inheritance	EN	U	•••	•	A
● Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature putting the graveyard.					
Inner Sanctum	EN	R	•	•••	W
CL 2 life. All damage dealt to creatures you control is reduced to 0.					
Invulnerability	INS	U	•••	••	T
Buyback ● Prevent all damage to you from one source.					
Iron Tusk Boarhound	SC	U	•••	••	M
Templar 3/3.					
Island Sanctuary	EN	R	••	•••	L, U, 4R, 5th
If you decline one card during your draw phase, only flying or wallwalking creatures may attack you until the next turn.					
Ivery Chorn	INS	C	•	••	M
Choose one—all creatures get -2/+0 until end of turn; or prevent one damage to any noncreature player per tap.					
Ivery Gorgoyla	SC	R	••••	••	A
Hypn. If Gorgoyla is put into the graveyard from play, put it into play under owner's control at end of turn and stop your next draw phase. 4 •					
Remove Gorgoyla from the game 1/2.					
Ivory Guardians	SC	U	•••	•••	LG, CH, 5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards 3/3.					
Jehari's Influence	INS	R	•••	•••	M
Play only while combat. Gain control of target nonartifact creature that attacks you this turn and put a -0/+1 counter on it.					
Jamuruan Lion	SC	C	•••	•••	V
●, ○ Target creature cannot block this turn. 3/1					
Jihad	EN	R	•••	•••	A
+2/+1 to white creatures while chosen color of opponent's is in play.					
Discard Jihad if no cards of that color are in play.					
Jumpers Order Advocate	SC	U	•••	••	A
If Advocate is untapped, all your green creatures get +1/+1, 1/2.					
Justice	EN	U	•••	•••	LA, S
You must pay ● during upkeep. When paid, yell or recite deals damage. Justice deals the word damage to the effect controller.					
Kaiju	EN	U	•••	•••	L, 4R, 5th
During each player's upkeep, he takes 1 damage for each swamp he controls.					
Keeper of the Faith	SC	C	••	•••	LG, CH, 5th
●, ○					
Kekakku Ranger	SC	C	••	••	L
● One green creature gains first strike until end of turn. 1/1					
King	SC	R	•	••	A
● Destroy target Djinn or Erest 1/1.					
Kismet	EN	U	•••	••	LG, 4th, 5th
All of target opponent's creatures, lands and artifacts enter play tapped.					
Kirkilic Armor	EC	C	•••	••	W
Enchanted creature cannot be blocked by creatures with power 3 or greater.					
Sacrifice Armor: Prevent all damage to enchanted creature from one source.					
Kujakuro Elite Guard	SC	U	•••	••	W
● Give target creature +2/+2. Bury Kujakuro Elite Guard if that creature leaves play this turn. 2/2.					
Kujakuro Escort	SC	C	•••	•••	A
●, ○ 2/3					
Kujakuro Guard	SC	C	••	••	L
● Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kujakuro Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1					
Kujakuro Home Guard	SC	U	••	••	A
At the end of any combat in which Home Guard attacked or blocked, put a -0/+1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6					
Kujakuro Knight	SC	R	•••	•••	L
●, ○ +1/+0, +0/-0, +0/+2, -1/+1					
Kujakuro Knight	SC	R	••	••	L
Fast strike, banting 2/5.					
Kujakuro Pride	EC	C	•••	•••	A
Creature gets +1/+2, ●, ○ Switch Kujakuro Pride from creature to enchant to another creature. The new target must be legal.					
Kujakuro Royal Guard	SC	R	•••	•••	LA, S
● Redirect all damage done to you by unblocked creatures this turn to Kujakuro Royal Guard instead. 2/5.					
Kujakuro Skycraption	SC	U	•••	•••	LA, S
Flying, banding, first strike. 2/2.					
Kujakuro Skyknight	SC	C	•••	•••	L
Flying, banding, first strike. 1/1.					
Kujakuro Warrier	SC	C	••	••	L
●, ○ 2/3					
Knight of Brawn	SC	U	•••	•••	T
First strike. Knight of Brawn gains protection from the color of your choice until end of turn. 2/2					
Knight of Valor	SC	C	•••	•••	V
Banning 1/1. ● Each creature without trampling banishes Knight of Valor until end of turn. Use the ability only once each turn. 2/2.					
Knight of Thorns	SC	R	•••	•••	D
Protection from red, banding. 1/7					
●, ○ Target creature gains first strike.					
Loud Kiss	EN	R	•••••	•	LG, 4th
All opponent's noncreature lands that you have during your upkeep, you may tap up to three basic lands from your library into your hand.					
Leeches	SDR	R	•	••	H
Target player loses all poison counters and takes 1 damage per counter.					
Lifecrafter	EN	R	•••	•••	L
Gor: 1 life whenever target opponent's tokens mount.					
Light of Day	EN	U	•••	•••	L
Block creatures cannot attack or block.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	
Description						Description						
Lightning Blow	INS	R	••		IA	Order of the White Shield	SC	U	••••	•••	IA, 5th	
Give target creature first strike until end of turn. Conting.						Protection from Black	SC	U	+1/+0	First Strike 2/1		
Longbow Archer	SC	U	•••		VS	Orim, Son of the River	SC	R	•••	•••	TM	
First strike. Longbow Archer can block creatures with flying. 2/2.						Orin, Sonate Healer counts as a Cleric	SC	U	•••	Prevent up to 3 damage to any creature or player 1/3		
Last Order of Jarfeld	SC	R	••••		IA	Orin's Prayer	BL	U	•••	••••	TM	
• equal the number of creatures controlled by target opponent. 1+/-1/+1						If any creature attacks you, gain 1 life for each attacking creature						
Mangaro's Blessing	INS	U	•••	••	MG	Osei Vulture	SC	U	•••	•••	LG, 4th	
Gain 5 life. If a spell or effect by an opponent causes you to discard Mangaro's Blessing, gain 2 life and return blessing to your hand at end of turn						Flying. After a turn in which a creature died, add a counter to Vultures. Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1						
Mangaro's Equity	EN	U	•••	•••	MG	Perchism	RL	C	•••	•••	MG, 1M	
Choose black or red. During your upkeep, you must pay •••. For each 1 damage to creature of the chosen color deals to you or a white creature control. Mangaro's Equity deals 1 damage to that creature						Enchanted creature cannot attack or block.						
Martyr Titles	SC	R	•••		TM	Persepolis	EN	C	•••	•••	VS	
Creatures with power 3 or greater do not untap during their controllers' untap phases. 3-3						You may choose to play Persepolis as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1						
Martyrizer	INS	C	•••		AI	Poace Talks	SOF	U	•••	•••	VS	
Redirect to target creature. You control any amount of damage until end of turn.						During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player						
Martyr's Cry	SOR	R	•••	•••	WL	Peacock Cooper	SC	R	•••	•••	WL	
Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.						During upkeep, pay ••• or bury Cooper Creatures cannot attack. 1/1.						
Martyr's of Kallis	SC	U	•••	•••	AQ	Pearl Dragon	SC	R	•••	•••	MG	
Damage done to you by artifacts is instead done to Martyrs of Kallis unless Martyrs of Kallis is tapped. 1/6						Flying. +0/+1. 4/4						
Master Decay	SC	C	•••	•••	TM	Pearled Unicorn	SC	C	•	•••	LUR, 4th, 5th	
••• Tap target creature. 1/2						2/2.						
Master of Arms	SC	U	•••	•••	WL	Pegasus Refuge	BL	R	•	•••	TM	
First strike. ••• Tap target creature blocking Master of Arms. 2/2						••• Choose and discard a card. Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.						
Mesies Sprint	SC	U	•••	•••	MG	Personal Incarnation	SC	R	••••	••••	LUR, 4th	
Flying. Protection from block. 3/3						Owner may reduce any amount of damage done to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up) 6/6						
Mercenaries	SC	R	•••		IA	Petra Sphynx	SC	R	•••	•••	LG, CH	
A player may pay ••• to prevent Mercenaries from dealing damage. 3/3						••• Target player names a card and then turns over the top card in his library. If the target has the card, the player draws the card; otherwise, it goes to the graveyard. 3/4						
Mesa Feline	SC	U	•••	•••	HL, 5th	Piety	INS	C	•••	•••	AI, 4th	
Flying. •••: +0/+1 until end of turn. 1/1.						+0/+3 to all defending creatures until end of turn.						
Mesa Pegasus	SC	C	•••	•••	LUR, 4th, 5th	Pikeman	SC	C	•••	•••	DK, 4th, 5th	
Flying. Bonds 1/1						Bowling, first strike. 1/1.						
Mirrored Worker	SC	C	•••		DK	Precieher	SC	R	•••	•••	DK	
••• Destroy target enchantment on one of your creatures. 1/1						••• Gain control of an opponents creature of his choice. If Precieher enters or leaves play, you lose control of the creature. 1/1						
Mirrored Recovery	INS	U	•••	•••	VS	Presence of the Master	BL	U	•••	•••	LG	
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it was just played.						Counter all enchantments as they are being cast.						
Mistmoor Griffin	SC	U	•••	•••	WL	Prismatic Circle	EN	C	•••	•••	MG	
Flying. If Mistmoor Griffin is put into any graveyard from play, remove Mistmoor Griffin from the game; then put the top creature card from your graveyard into play. 2/2						(U) ••• Choose a color. (U) Prevent all damage to you from a source of the chosen color.						
Moat	EN	R	•••	•••	LG	Prismatic Wind	EC	C	•••	•••	IA, 5th	
Non-flying creatures cannot attack.						Choose a color when Prismatic Wind comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
Moonbird Soarings	SC	C	•••	•••	AN	Prophecy	SOF	C	•••	•••	HL	
Trample. 3/3						Reveal the top card of opponents library to all players. If it is a land, gain one life. If that opponent then shuffles his library. Control						
Mosie	INS	C	•••	•••	DK, 4th	Purification	EN	P	•••	•••	LUR, 4th	
Give all attacking creatures +1/+1 until end of turn.						Change the color of one card being played or in play to white.						
Mounted Archers	SC	R	•••	•••	TM	Quicksilver Tid	SC	U	•••	•••	TM	
Mounted Archers can block creatures with flying. • Mounted Archers can block an additional creature this turn. 2/3												
KILLER COMBOS	I Fool's Tome and Land's Edge: Who is more foolish...the fool or the fool who follows him? How about the moron who's got a Fool's Tome and a handful of cards he can't cast? If you want to keep your edge, try Land's Edge. When you want to use the Tome, just ditch your hand! Now who's the fool? Wait, don't answer that!											
	Any player can play a card from his or her hand. If the player does, the player gains 1 life. If the player does not, the player loses 1 life. If the player does both, the player gains 1 life and loses 1 life.											
	I Land's Edge: The land is yours, and you can do whatever you want with it. Just don't let the fool or the fool who follows him get it. If he does, he'll just trample over you.											
Mtenda Griffin	SC	U	•••	•••	MG	Killer Combos: I Land's Edge: Luci loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. Move Quackingen Luci onto target creature. You pay ••• to end this effect. 1/1						
Flying. ••• Return Mtenda Griffin to owner's hand and return target grif to your graveyard to your hand. Use only during your upkeep. 2/2						Rally	INS	C	•••	•••	IA	
Mtendo Shredder	SC	C	•••	•••	MG	All blocking creatures gain +1/+1 until end of turn.						
Foraging. 1/1						Rapid Fire	INS	R	•••	•••	LG	
Noble Brightness	SC	C	•••	•••	MG	Give target first strike and trample. 2. Play before defense is chosen.						
Banding, Trample 2/2						Rashida Scabione	SL	R	•••	•••	MG	
Noble Steele	EN	C	•••	•••	AI	••• Buy target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4						
••• Target creature gains first strike until end of turn.						Rashida the Slayer	SL	U	•••	•••	HL	
Northern Predator	SC	R	•••	•••	LUR, 4th	Can block creatures with flying. If Rashida the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.						
••• Destroy a black card in play. 3/3						Bad Scarab	EC	U	•••	•••	IA	
Null Chamber	EW	R	•••	•••	MG	Target creature gains protection from red.						
You and target opponent each name any card except a basic land. Those cards cannot be played.						Red Ward	EC	U	•••	•••	LUR, 4th	
Oracle of the West	SC	R	•••	•••	TM	Target creature gains protection from red.						
••• Target opponent chooses any number of creatures he or she controls. During that player's next turn those creatures attack 4 times and no other creatures can attack. At the end of that turn destroy each of those creatures that did not attack. Use this ability only during your turn. 1/1						Rainforcement	INS	C	•••	•••	HL	
Order of Leiburn	SC	C	•••	•••	FE	Put up to three target creature cards from your graveyard on top of your library in any order.						
Protects from block. ••• +1/+0. First strike. 2/1												
Order of the Sainted Torch	SC	R	•••	•••	IA, 5th							

KILLER COMBOS



Fool's Tome and Land's Edge: Who is more foolish...the fool or the fool who follows him? How about the moron who's got a Fool's Tome and a handful of cards he can't cast? If you want to keep your edge, try Land's Edge. When you want to use the Tome, just ditch your hand! Now who's the fool? Wait, don't answer that!

Mienda Griffin	SC	U	•••	3 •	MG
Flying. • • Return Mienda Griffin to owner's hand and return target card in your graveyard to your hand. Use only during your upkeep.				2 / 2	
Mienda Shredder	SC	C	•••	•	MG
Putning 1 / 1					
Noble Elephant	SC	C	•••	• •	MG
Banding, Trample 2 / 2					
Noble Steeds	EN	C	•••	2 •	AI
• • Target creature gains first strike until end of turn.					
Northern Prowler	SC	R	•••	3 ••	LUR, 4th
• • • Destroy a block card in play. 3 / 3					
Null Chamber	EW	R	•••	3 •	MG
You and target opponent each name any card except a basic land. Those cards cannot be played.					
Oracle of Vex	SC	R	•••	• •	TM
Target opponent chooses any number of creatures he or she controls. During that player's next turn those creatures attack 4 times and no other creatures can attack. At the end of that turn destroy each of those creatures that did not attack. Use this ability only during your turn. 1 - 1					
Order of Leibur	SC	•••••	•••		FE
Makes four from block. • • + 1 / 0 First Strike. 2 / 1					
Order of the Sainted Torch	SC	R	•••	•	IA, 5th

MAGIC FACTS



There are 22 spells that can counter your opponent's spells, including the ultra-confusing counters, Entice's Melding, which gets us *we* in tell effectively, counters most non-purples. Of those 22, only five are non-blue and only eight can reliably counter a spell with no strings attached.

LANDS

Adventure		Wanted	Zone	Level	Health
1	Find	1	to your main pool	1	Add 1 to your mana pool and take 1 damage
2	Find	1	to your main pool and take 1 damage		
Adventure	Guildhouse	1			
1	Find	1	many bandit other legends.		LG
1	Find	1	to your pool	1	Add 1 to your pool
2	Find	1	to your pool	1	Add 1 to your pool
Ancient Tomb	1				
1	Find	1	two colorless man	1	Add 1 to your pool
2	Find	1	your pool	1	Tomb death: 2 damage to you
Arena	1				
1	Find	1	two and opposite houses	1	Both creatures are tapped
2	Find	1	out their power in damage to you another.		PR
Aysen Abbey	1				
1	Find	1	creatures to find	1	Add 1 to your pool
2	Find	1	to your pool	1	Add 1 to your pool

MAGIC

The Gathering

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Name	Kind	CR Rating	Sets Found
Description			
Badlands	LAN R	5*	L,U,R
Bad River	LAN U	2*	MG
Came into play tapped. You may draw. Tap it to your mana pool. Counts as a Mountain and a Swamp.			
Baldvorn's Trading Post	LAN R	3*	AI
When you cast a spell or ability, put it onto the top of your library. If it's a creature, it can't attack or block. If it's a spell or ability, it can't be countered.			
Bayou	LAN K	5*	L,U,R
Add 1 or 2 to your mana pool. Counts as a Swamp and a Forest.			
Bazaar of Baghdad	LAN R	3*	AN
When it enters the battlefield, discard 3 cards from your hand.			
Bottomless Vault	LAN R	2*	FE,Sth
Came into play tapped. You may draw. Tap it to put a counter on it. Remove any number of counters, adding 1 for each one.			
Brushtech	LAN R	3*	IA,Sth
Add 1 colorless mana to your mana pool. Add 1 to your mana pool and take 1 damage.			
Caldera Lake	LAN R	3*	TM
Came into play tapped. Add 1 colorless mana to your mana pool.			
Castle Sentinel	LAN K	5*	HL
Add 1 colorless mana to your pool. Add 1 to your pool.			
Cathedral of Serra	LAN S	3*	LG
All your white legends bend with other legends.			
Cinder Marsh	LAN S	3*	TM
Add 1 or 2 colorless mana to your mana pool. Add 1 or 2 to your mana pool. Cinder Marsh does not untap during your next untap phase.			
City of Brass	LAN R	5*	AB,CH,Sth
Add 1 mana of any color. Take 1 damage whenever it is tapped.			
City of Shadows	LAN R	3*	DK
Put a random card from your library and put it onto the top of your library. Add 1 colorless mana to your mana pool, with X equalling the number of counters on City of Shadows.			
Coral Atoll	LAN S	3*	VS
Came into play tapped. When it comes into play, return an untagged Island to your hand. Add 1 to your mana pool.			
Crystal Vein	LAN U	2*	MG
Add 1 to your mana pool. Sacrifice. Add 2 to your mana pool.			
Desert	LAN C	3*	AN
Add 1 to your mana pool. Do 1 damage to any attacking creature after it attacks.			
Diamond Valley	LAN R	3*	AN
A creature's creature type equals its toughness.			
Dormant Volcano	LAN S	2*	VS
Came into play tapped. When it comes into play, return an untagged Island to your hand. Add 1 to your mana pool.			
Devon's Hold	LAN R	2*	FE,Sth
Came into play tapped. Tap any land. Hold it to put a counter on it. Remove any number of counters, adding 1 for each one.			
Dwarven Ram	LAN S	3*	FE,Sth
Came into play tapped. Add 1 to your mana pool. Sacrifice.			
Dwarven Ram	LAN R	3*	FE,Sth
Add 1 to your mana pool.			
Ebon Stronghold	LAN U	3*	FE,Sth
Came into play tapped. Add 1 to your mana pool. Sacrifice. Ebon Stronghold and 1 or more lands.			
Elephant Graveyard	LAN R	3*	AN
Add 1 to your mana pool. Regenerate an Elephant or Mammoth.			
Everglades	LAN U	2*	VS
Came into play tapped. When Everglades comes into play, return an untagged swamp to owner's hand or bury Everglades. Add 1 to your mana pool.			
Flood Plain	LAN U	2*	MG
Came into play tapped. Search your library for a swamp or island. Put that land into play.			
Forest	LAN C	—	L,U,R,4TH,IA,MG,Sth
Add 1 to your mana pool.			
Gemstone Mine	LAN U	3*	WI
When it comes into play, put three counters on it. Return it to your mana pool if there are no lands at Gemstone Mine. Bury it.			
Ghost Town	LAN U	2*	TM
Add 1 colorless mana to your mana pool. Returns Ghost Town to owner's hand. Use the token, then during another player's turn.			
Global Trade	LAN U	3*	IA
When it comes into play, Global Trade comes into play. You may not attack. All damage done to it is reduced to 0.			
Grounds	LAN S	2*	MG
Came into play tapped. Sacrifice. Grounds. Search your library for a forest or swamp. Put that land into play.			
Griffon Canyon	LAN R	2*	VS
Add 1 colorless mana to your mana pool. Untap. Target Griffon Canyon. If that target has 1 or more lands at Griffon Canyon, add 1 to your mana pool.			
Halls of Mist	LAN R	2*	IA
No creature may attack it if attacked during its controller's last turn.			
Hammathem	LAN U	2*	LG
Add 1 to your mana pool. Remove landwalking from target creature until it leaves.			
Havenwood Battleground	LAN U	3*	FE,Sth
Came into play tapped. Add 1 to your mana pool. Sacrifice. Havenwood Battleground adds 1 to your mana pool.			
Heart of Yavimaya	LAN R	3*	AI
When it enters the game, come into play. Sacrifice. It counts as a forest or a swamp.			
Hollow Trees	LAN R	2*	FE,Sth
Came into play tapped. You may draw. Trees tapped to put a counter on it. Remove any number of counters, adding 1 for each one.			
Icathon Store	LAN R	2*	FE,Sth
Came into play tapped. You may draw. Store tapped to put a counter on it. Remove any number of counters, adding 1 for each one.			
Ice Floe	LAN U	2*	IA,Sth
You may choose not to target Ice Floe. Tap a nonattacking attacking creature. That creature doesn't untap as long as Ice Floe is tapped.			
Island	LAN C	—	L,U,R,4TH,IA,MG,Sth
Add 1 to your mana pool.			
Island of Wok-Wok	LAN R	2*	AN
Keeps the power of one living creature to 0 until end of turn.			
Jungle Bawn	LAN U	2*	VS
Came into play tapped. When Bawn comes into play, return an untagged forest you control to owner's hand or bury Bawn. Add 1 to your pool.			
Karakas	LAN U	2*	LG
Add 1 to your mana pool. Return target legend to owner's hand.			
Karos	LAN S	2*	VS
Came into play tapped and when it returns to your mana pool. Control Karos.			
Karpusian Forest	LAN R	2*	IA,Sth
Add 1 to your mana pool. Add 1 to your mana pool and take 1 damage.			
Keldorion Outpost	LAN R	2*	AI
When it comes into play, sacrifice a forest or burly Outpost. Add 1 to your mana pool. Part 1: 1 soldier token into play.			
Kokum Keep	LAN U	2*	HL
Add 1 colorless mana to your pool. Add 1 to your pool.			
Lake of the Dead	LAN R	2*	AI
When it comes into play, return an untagged plains you control to owner's hand or bury Karum. Add 1 to your mana pool.			
Land Cap	LAN P	—	IA
If any creatures are on Land Cap, it doesn't untap. Remove a counter from it at the end of your upkeep. Add 1 to your library pool and put 1 counter on Land Cap. Add 1 to your mana pool and put it counter on Land Cap.			
Lava Tuber	LAN P	—	IA
Any creatures on Lava Tuber do not untap. Remove a counter from Lava Tuber at the end of your upkeep. Add 1 to your mana pool and put it counter on Lava Tuber.			
Library of Alexandria	LAN P	—	AN
Add 1 to your mana pool. Draw one card from your library if you have exactly seven cards in hand.			
Lotus Vale	LAN P	2*	WL
When it comes into play, return an untagged forest or burly Lotus Vale to your mana pool.			
• Maze of Iksa	LAN S	2*	DF
Creates target attacking creature. Creature neither deals nor receives damage in combat or combat.			
Maze of Shadows	LAN U	2*	TM
Add any colorless mana to your mana pool. Untap target attacking creature with shadow. That creature neither receives combat damage.			
Mishiry's Factory	LAN U	2*	AI,4th
Add 1 to your mana pool or gain 1 Mishiry's Factory - 1. It will end at the end of turn. Mishiry's Factory becomes 1 + 1 untap creature until end of turn.			
Mishiry's Workshop	LAN P	—	AD
Add 1 to your mana pool which may only be used to cast artifacts.			
Mogg Hollows	LAN U	2*	TM
Add 1 or 2 colorless mana to your mana pool. Add 1 or 2 to your mana pool. Mogg Hollow does not untap during your next untap phase.			
Mountain	LAN C	—	L,U,R,4TH,IA,MG,Sth
Add 1 to your mana pool.			
Mountain Stronghold	LAN U	2*	LG
All your white legends bond with other legends.			
Mountain Valley	LAN U	2*	MG
Came into play tapped. You may search your library for a mountain or forest. Put that land into play.			
Oasis	LAN U	2*	AI,4th
Prevent 1 damage to any creature.			
Pendelhaven	LAN U	2*	LG
Add 1 to your mana pool. Make target 1 + 1 creature + 1 + 2 until end of turn.			
Pine Barrens	LAN R	2*	TM
Came into play tapped. Add 1 or 2 colorless mana to your mana pool.			
Plains	LAN C	—	L,U,R,4TH,IA,MG,Sth
Add 1 to your mana pool.			
Plateau	LAN P	—	L,U,R
Add 1 or 2 to your mana pool. Counts as a Mountain and a Plains.			
Quicksand	LAN U	2*	VS
Add 1 to your mana pool. Sacrifice. Quicksand. Target attacking creature without flying gets 1 + 2 until end of turn.			
Rainbow Vale	LAN R	2*	FE
Add 1 or any color to your pool. Rainbow Vale passes to owner at the end of turn.			
Reflecting Pool	LAN R	2*	TM
Add 1 to your pool 1 mana of any type that land you control can produce.			
River Delta	LAN P	—	IA
Put any one counter from Delta. It does not untap. Remove a counter from Delta at the end of your upkeep. Add 1 to your pool and put a counter on Delta. Add 1 to your mana pool and put a counter on Delta.			
Rocky Tar Pit	LAN U	2*	MG
Came into play tapped. Sacrifice. Rocky Tar Pit. Search your library for a swamp or island. Put that land into play.			
Roachwater Depths	LAN U	2*	TM
Add 1 or 2 colorless mana to your mana pool. Add 1 or 2 to your mana pool. Roachwater Depths does not untap during your next untap phase.			
Ruins of Tropicair	LAN U	2*	FE,Sth
Came into play tapped. Add 1 to your mana pool. Sacrifice. Ruins of Tropicair. Add 1 to your mana pool.			
Safe Haven	LAN R	2*	DR,CH
Removes 1 creature from your library. During upkeep, sacrifice Safe Haven to return all creatures it has removed from your library to play.			
Salt Flats	LAN P	—	TM
Came into play tapped. Add 1 or 2 colorless mana to your mana pool. Salt Flats deals 1 damage to you.			
Sand Silos	LAN P	2*	FE,Sth
Came into play tapped. You may have Sand Silos tapped to put a counter on it. Remove any number of counters, adding 1 for each one.			

Name	Kind	CR Rating	Sets Found	Name	Kind	CR Rating	Sets Found
Description				Description			
Savannah	LAN R	5*	L,U,R	Scabid	LAN R	2*	TM
Came into play tapped. You may draw. Trees tapped to put a counter on it. Remove any number of counters, adding 1 for each one.							
School of the Unseen	LAN U	2*	AI	Shiny Roots	LAN P	2*	WL
Add 1 to your pool. Add 1 or 2 to your mana pool. Shiny Roots deals 1 damage to you.							
Scrubland	LAN R	2*	L,U,R	Seafloor 1/Quay	LAN U	2*	LG
When it comes into play, comes into play sacrifice two untagged lands. Shiny Roots: Add 1 or 2 colorless mana to your mana pool.							
Sheltered Valley	LAN R	2*	AI	Shattered Plains	LAN U	2*	IA
When it comes into play, any other valley you control. During your upkeep, when it comes into play, any other valley you control. Add 1 or 2 to your pool.							
Skyshroud Forest	LAN R	2*	TM	Shylock	LAN U	2*	IA
Came into play tapped. Add 1 or 2 colorless mana to your mana pool.							
Tarnished Valley	LAN U	2*	IA	Shylock	LAN U	2*	IA
When it comes into play, sacrifice a plains or burly Outpost. Add 1 to your mana pool. Shylock token into play.							
Snow-Covered Forest	LAN U	2*	IA	Snow-Covered Island	LAN U	2*	IA
Add 1 to your mana pool.							
Snow-Covered Mountain	LAN U	2*	IA	Snow-Covered Plains	LAN U	2*	IA
Add 1 to your mana pool.							
Snow-Covered Swamp	LAN U	2*	IA	Snow-Covered Swamp	LAN U	2*	IA
Add 1 to your mana pool.							
Soldevi Excavations	LAN R	2*	AI	Soldevi Excavations	LAN R	2*	TDK
When it comes into play, comes into play sacrifice two untagged land or burly Outpost. Add 1 or 2 to your mana pool. Soldevi Excavations: Add 1 or 2 colorless mana to your mana pool.							
Sorrow's Path	LAN P	—	DC	Sorrow's Path	LAN P	—	DC
Evilizing: If two opponents' stockling creatures. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.							
Stalking Stones	LAN U	2*	TM	Stalking Stones	LAN U	2*	TM
Add 1 or 2 colorless mana to your mana pool. Stalking Stones: Add 1 or 2 colorless mana to your mana pool.							
Strip Mine	LAN U	2*	AQ,4th	Strip Mine	LAN U	2*	AQ,4th
Add 1 to your mana pool. Strip Mine: Add 1 or 2 to your mana pool and take 1 damage.							
Sulfurous Springs	LAN P	—	IA,Sth	Sulfurous Springs	LAN P	—	IA,Sth
Add 1 or 2 to your mana pool. Sulfurous Springs: Add 1 or 2 to your mana pool.							
Sylvan Temple	LAN U	2*	FE,5th	Sylvan Temple	LAN U	2*	FE,5th
Forest into play tapped. Sylvan Temple: Add 1 or 2 to your mana pool.							
Swamp	LAN C	—	L,U,R,4TH,IA,MG,Sth	Swamp	LAN C	—	L,U,R,4TH,IA,MG,Sth
Add 1 to your mana pool.							
Taibone's Pendulum	LAN P	—	VS	Taibone's Pendulum	LAN P	—	VS
All creatures in your queue untap. In addition to other upkeep costs, destroy a creature if its tap-ability is not paid.							
Tango	LAN R	—	L,U,R	Tango	LAN R	—	MG
Add 1 or 2 to your mana pool. Tango: Add 1 or 2 to your mana pool.							
Tefet's Foothold	LAN U	2*	TM	Tefet's Foothold	LAN U	2*	TM
Primes into play tapped. Add 1 or 2 to your mana pool.							
Thokolos Lowlands	LAN S	2*	TM	Thokolos Lowlands	LAN S	2*	TM
Add 1 or 2 colorless mana to your mana pool. Thokolos Lowlands: Add 1 or 2 colorless mana to your mana pool.							
Throwing Glaciers	LAN P	—	AI	Throwing Glaciers	LAN P	—	AI
Glacier into play tapped. Add 1 or 2 to your mana pool for a basic land and put it into play tapped. At the end of your turn return Glaciers to owner's hand.							
Timberline Ridge	LAN R	2*	IA	Timberline Ridge	LAN R	2*	IA
Any trees are on Timberline Ridge. Remove a counter from Timberline Ridge. Add 1 or 2 to your mana pool and put it counter on Timberline Ridge.							
Tolakia	LAN U	2*	LG	Tolakia	LAN U	2*	LG
Add 1 or 2 to your mana pool. Tolakia: Add 1 or 2 to your mana pool.							
Tropic Island	LAN R	2*	L,U,R	Tropic Island	LAN R	2*	L,U,R
Add 1 or 2 to your mana pool. Tropic Island: Add 1 or 2 to your mana pool.							
Tundro	LAN U	2*	L,U,R	Tundro	LAN U	2*	L,U,R
Add 1 or 2 to your mana pool. Tundro: Add 1 or 2 to your mana pool.							
Underground River	LAN U	2*	IA,Sth	Underground River	LAN U	2*	IA,Sth
Add 1 or 2 to your mana pool. Underground River: Add 1 or 2 to your mana pool and take 1 damage.							
Underground Sea	LAN R	2*	L,U,R	Underground Sea	LAN R	2*	L,U,R
Add 1 or 2 to your mana pool. Underworld Paradise: Add 1 or 2 to your mana pool.							
Undiscovered Paradise	LAN V	2*	VS	Undiscovered Paradise	LAN V	2*	VS
Add 1 or 2 of any color to your mana pool. At the beginning of your next upkeep, return Undiscovered Paradise to owner's hand.							
Unshy Citadel	LAN U	2*	LG	Unshy Citadel	LAN U	2*	LG
Add 1 or 2 colorless mana to your mana pool. Unshy Citadel: Add 1 or 2 colorless mana to your mana pool.							
Urbzo's Mine	LAN U	2*	AQ,CH,Sth	Urbzo's Mine	LAN U	2*	AQ,CH,Sth
Add 1 or 2 to your mana pool. If you have Urbzo's Mine, Tower and Power Plant in play at the same time, tap to add 1 to your mana pool.							
Urbzo's Tower	LAN C	—	AI,CH,Sth	Urbzo's Tower	LAN C	—	AI,CH,Sth
Add 1 or 2 to your mana pool. If you have Urbzo's Mine, Tower and Power Plant in play at the same time, tap to add 1 to your mana pool.							
Vay Township	LAN U	2*	TM	Vay Township	LAN U	2*	TM
Add 1 or 2 colorless mana to your mana pool. Vay Township: Add 1 or 2 to your mana pool.							
Veldt	LAN P	—	IA	Veldt	LAN P	—	IA
Any creatures on Veldt it doesn't attack. Remove a counter from Veldt at end of your upkeep. Add 1 or 2 to your mana pool and put it counter on Veldt.							
Winding Canyon	LAN P	—	WL	Winding Canyon	LAN P	—	WL
Add 1 or 2 colorless mana to your mana pool. Winding Canyon: Add 1 or 2 colorless mana to your mana pool.							
Wizards' School	LAN U	2*	HL	Wizards' School	LAN U	2*	HL
Add 1 or 2 to your mana pool. Wizards' School: Add 1 or 2 to your mana pool.							

The Next Wave in GAMES

INQUEST™ THE GAMING MAGAZINE

#34

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FLORIDA

JANUARY 4, ORLANDO

TOY, COMIC AND COLLECTIBLE SHOW. Clarion Plaza Hotel, 9700 International Drive. Take I-4 to exit 29, Sand Lake Rd. Turn right. International Drive One mile on right. 6ft tables @ \$35 each or 2 @ \$65; 8ft tables @ \$45 each or 2 @ \$85; booths available @ \$110. \$4 admission, 10am-4pm. For sale: toys, comics, phone cards and many more collectible items. Door prizes, Chinese Auction, FAO Schwarz gift certificates. For more information contact: Steve @ 407-469-3759 or Scott @ 407-239-1892. Let's have a Happy New Year!

JANUARY 17-18, ORLANDO

COLISEUM OF COMICS presents the first annual Coliseum open. Two full days of Magic: The Gathering™. An official Sanctioned Standard Tournament on January 17 at 12 noon. Grand prize is \$500 cash. Only \$20 entry fee & \$17 pre-registration. On January 18 at 12 noon, we will have an official Sanctioned Tempest Sealed Deck Tournament: \$25 entry fee, \$20 pre-registration. First prize \$100 cash and \$50 gift certificate. Booster drafts all weekend long. For more information please call: Coliseum of Comics @ 407-240-7882, ask for Paul or Brian or write to: 4722 South Orange Blossom Trail, Orlando, FL 32839.

MARCH 13-15, ORLANDO

MEGACON '98. Orlando Expo. Contra, 500 West Livingston St. \$12 a day, \$30 weekend. OVER 100 SANCTIONED GAMING TOURNAMENTS AND DEMOS. CCG'S include MTG, Star Wars, Legend of the Five Rings, Vampire, Roge, Spellfire plus dozens of roleplaying events, live-action, miniatures and network-computer gaming. 80,000 square ft. exhibit hall featuring dealers, publishers, manufacturers, art show & auction. Over 200 guests including: Boris Vallejo, Julie Bell, Joseph M. Lisner, John Byrne, Carlos Pacheco, Mark Waid, George Perez, Brian Pulido, William Tucci, Larry Elmore, Steve Bryant, David Mack, Dan Ross, Romano Fradon, Jonathan Harris (a.k.a. "Dr. Smith" from Lost in Space), Josie Justiniano, Harry Lampert. 100,000 square ft. of dealers, publishers, manufacturers, gaming events, 24-hour Japanimation room, art show plus much more. For more information, contact: Skyline Promotions @ 407-599-0905, PO Box 3120, Winter Park, FL 32790. Visit our website: <http://www.edgglobal.com/megacon/>

ILLINOIS

DECEMBER 13, COLLINSVILLE

GREAT LAKES GAMES presents THE LOS ANGELES PRO QUALIFIER. Gateway Center, One Gateway Drive, call 618-345-8994 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: extended. Pre-register \$17 or \$20 at the door. Also \$500 Guaranteed Savings Bond Circuit Event. Format TBA. Lots of Side Tournaments & Auction. For more information on this or other tournaments, call 847-222-1994 or ProTourUSA@aol.com.

JANUARY 3 & 31, CHICAGO

GREAT LAKES GAMES presents THE LOS ANGELES PRO QUALIFIER. Call 847-222-1994 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: extended. Pre-register \$17 or \$20 at the door. Also \$500 Guaranteed Savings Bond Circuit Event. Format TBA. Lots of Side Tournaments & Auction. For more information on this or other tournaments, call 847-222-1994 or ProTourUSA@aol.com.

INDIANA

JANUARY 10, INDIANAPOLIS

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JANUARY 17, FT. WAYNE

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KENTUCKY

JANUARY 24, LOUISVILLE

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MARYLAND

DECEMBER 21, GAITHERSBURG

GAMING AND COLLECTIBLES SHOW. Holiday Inn, 2 Montgomery Village Ave. 60 tables @ \$55 before Dec. 14. \$3 admission, \$2 if you mention this ad. Magic: The Gathering™ Type I and II tournaments. Cash prizes of up to \$350. Gaming Demons, Anime screenings, Rich Pollard plus more autograph guests to be announced. For more information, call Magnificent Promotions @ 301-916-4194.

MASSACHUSETTS

Call for upcoming dates in BOSTON

GRAY MATTER CONVENTIONS in Boston. The Tremont House, 275 Tremont St., Boston, MA 02116. Call 617-426-1400 for directions. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealer areas. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$20 for sealed deck). Contact: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

NEW JERSEY

DECEMBER 5, 12, 19, 26 & JANUARY 2, 9, 16, 23, 30, CLIFTON

OUTER LIMITS presents the greatest Type I tournament since the destruction of the Death Star! 433 Route 46E (just 5 miles East of the Willowbrook Mall). EVERY FRIDAY NIGHT. \$5 admission, 8pm. PRIZES: A different box each week. Spaces are limited so don't be late. For more information contact: Adam Krot @ 201-340-9393.

DECEMBER 28, EDISON

GRAY MATTER CONVENTIONS in New Jersey. Ramada Inn, exit 10 off NJ Turnpike, call 908-661-1000 for directions. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$20 for sealed deck). Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

FEBRUARY 1, EDISON

GRAY MATTER CONVENTIONS in New Jersey. Ramada Inn, exit 10 off NJ Turnpike, call 908-661-1000 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

NEW YORK

EVERY WEEKEND IN DECEMBER & JANUARY, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet Mall on Route 99 in the Service Merchandise Shopping Center. Type II madness every Friday at 8pm. \$4 entrance fee. Prizes for the top three competitors! Sealed deck & booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and role playing games and two terrains for Warhammer 40K and Fantasy Battle. We will demo any game upon request. For further information, contact: Will Chase @ 914-624-2224.

DECEMBER 13, NEW YORK

GRAY MATTER CONVENTIONS in New York City. New Yorker Hotel, 34th & 8th Ave, call 212-971-0101 for directions. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$20 for sealed deck). Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

JANUARY 10, SYRACUSE

GRAY MATTER CONVENTIONS in Syracuse. ONCENTER, 800 South State St., call 315-435-8000. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day

with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am, \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

JANUARY 17, NEW YORK

GRAY MATTER CONVENTIONS in New York City, New Yorker Hotel, 34th & 8th Ave, call 212-971-0101 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am, \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

PENNSYLVANIA

DECEMBER 6, PHILADELPHIA

GRAY MATTER CONVENTIONS in Philadelphia, Valley Forge Convention Center, 1200 First Avenue, King of Prussia, call 610-337-2000 for directions. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II, or Sealed Deck tournaments \$1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am, \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$28 for Sealed Deck). Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

DECEMBER 27, HARRISBURG

GRAY MATTER CONVENTIONS in Harrisburg, Rodisson Penn Harris Hotel & Convention Center, 1150 Camp Hill ByPass, Camp Hill, call 717-763-4518 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Sanctioned Magic: The Gathering™ convention & tournament. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am, \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

JANUARY 24, PHILADELPHIA

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Gathering™ convention & tournament. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am, \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

RHODE ISLAND

JANUARY 3, PROVIDENCE

GRAY MATTER CONVENTIONS in Providence, Holiday Inn Downtown, 21 Atwells Avenue, call 401-831-3900 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Sanctioned Magic: The Gathering™ convention & tournament. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am, \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

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WISCONSIN

JANUARY 11, MILWAUKEE

COMIC BOOK EXPO, Serb Hall, 5101 West Oklahoma Ave. Dealer spaces available, tables \$15 each or 3 @ \$40. \$1 admission or FREE with non-perishable food donation, 10am-3pm. First 200 attendees will receive a grab bag full of comic and cards. We'll feature comic books, action figures, science fiction, CCG's, and much more. Door prizes will be given away throughout the day. Collectors, retailers and first time sellers are encouraged to participate. For more information or table reservations contact: James @ 414-852-7846, e-mail: timelord@nconnect.net, or website: www.nconnect.net/~timelord.

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SwanSONG

RICK SWAN'S UNIQUE TAKE ON THE WORLD OF GAMING

POLITICS
IS FOR THE
BIRDS.



Ask Not What Your Country Can Do For Gaming...

"Like those, Mr. Swine?" asked President Clinton.

It was a beautiful winter afternoon in Washington. I was sitting on a couch in the Oval Office, three feet from the leader of the free world. He'd asked me to the White House to help him draft his State of the Union address. While we worked, we were eating chocolate-covered peanuts from his personal supply.

"Delicious, sir," I said, emptying my bag. "And it's, uh, Swan."

"Whatever," said Clinton. He studied the legal pad in his lap. "So we're agreed that I should focus on issues dealing with the game industry?"

"Absolutely." I tossed the bag in the presidential trash can. "After all, it's the backbone of our economy."

"And to emphasize that point," he said, talking through a mouthful of peanuts, "I want to mention that Wizard of the Coast's buyout of TSR was largely responsible for last summer's stock market rally."

"But we must acknowledge that '97 wasn't kind to everyone," I said. My stomach growled. I needed more peanuts. "White Wolf, Mayfair, Daedalus—they all had their problems."

Hillary entered, looking lovely in a stylish green dress. She smiled politely as she approached the President. I "accidentally" dropped my pencil on the floor.

"This won't take long," Clinton said to me.

"No problem," I replied on my hands and knees.

A few minutes later, Hillary left. I returned to the couch.

The President eyed me suspiciously. "Say, were you looking up my wife's skirt?"

I changed the subject. "What about campaign finance reform?"

Clinton nodded. "We definitely need to address that. The cost of financing a

*When you're tired of
all the other vermin
out there...*



Vote Buttweasel!

Who Framed Roger Rabbit, Touchstone/Amblin Est. 1988. Courtesy Fab Fantasies.

roleplaying campaign is getting way out of hand. Last year, it was almost impossible to find a sourcebook for under \$20. I intend to impose an immediate price freeze. Publishers who don't comply will be subject to the death penalty."

"That'll certainly send a message, sir."

"Here's another issue: harassment from religious fanatics who think games like *Magic* are satanic. I'm proposing 'zone of privacy' legislation which will make harassing players illegal. Unless you have permission to observe, you'll be required to remain a minimum of 20 feet away from any game in progress."

"And violators?"

"Death penalty."

"You're very wise, sir."

"That's why I'm President and you're... er, whatever it is you are."

I glanced at my watch. It was getting late. "One more thing—you won't forget to mention the year's biggest story, will you?"

"You mean Bosnia?" Clinton suddenly flushed with embarrassment. "Oh, you mean *InQuest*'s redesign!" He gestured to a walnut bookshelf where his back issues were arranged side-by-side with the Congressional Record. "That square binding makes 'em stand up real nice. Everyone loves the new *InQuest*."

"Not everyone. Newt Gingrich keeps complaining about how we only list one price per card in the price guide now."

Clinton looked disgusted. "He's just mad because he can't find anybody to pay \$200 for his Moxes. Tell you what: if he doesn't knock it off, let me know and I'll have Hillary kick his ass."

"That'd be great, sir," I said, standing to leave.

Clinton rose and put his hand on my shoulder. "Sorry you can't stay. Me and Janet Reno have one heck of a *Battle Cattle* game going."

"Maybe next time."

Clinton opened a metal cabinet filled with bags of presidential peanuts. "I can't let you leave without something for your children. How many kids you say you have?"

I licked my lips. "Uh... 30."

He loaded me up with peanut bags and walked me to the door. "You are a true patriot, Mr. Swine. By the way, about my offer—have you reconsidered?"

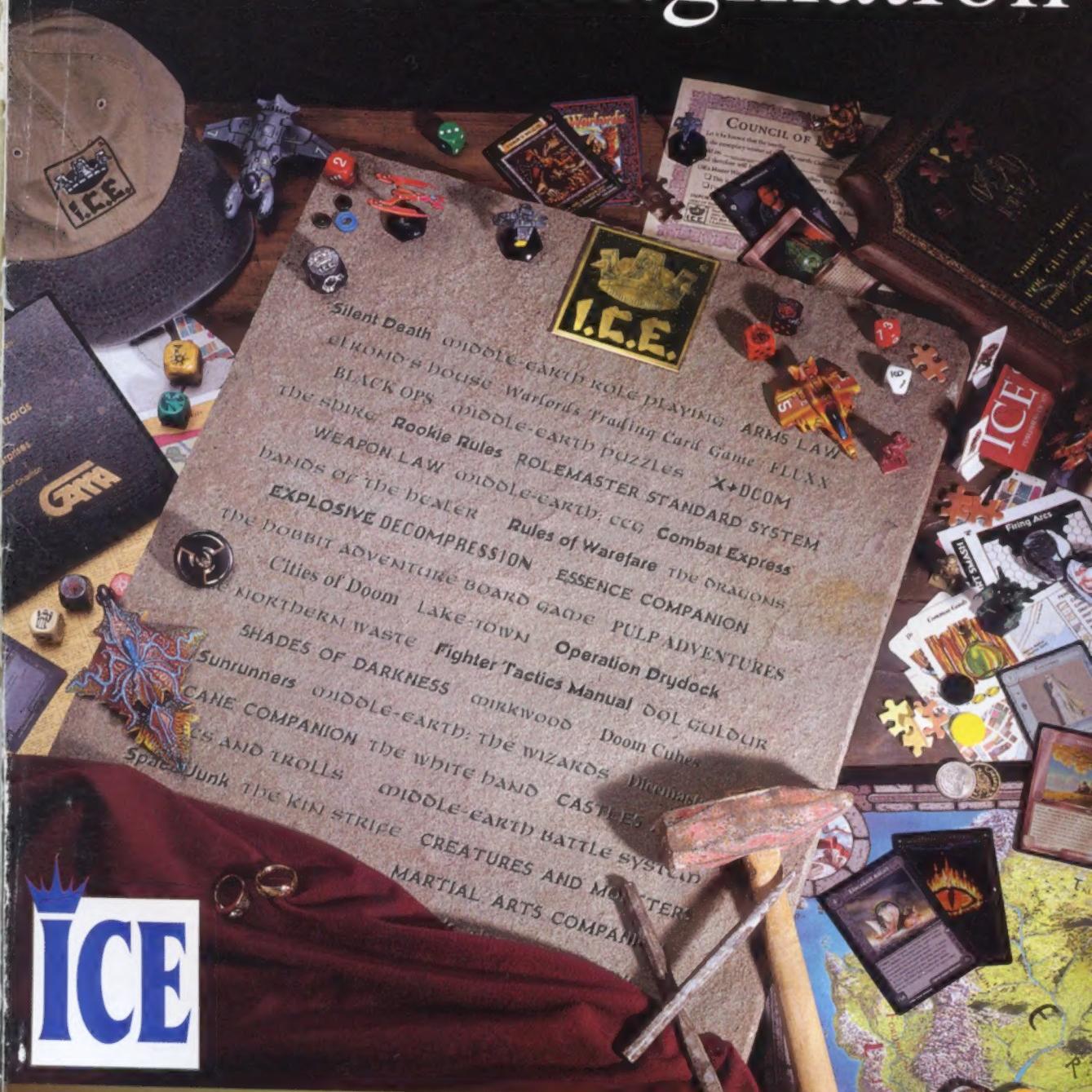
I shook my head. "Afraid not."

"Too bad," the President sighed. "Cow Nose would've made a great Secretary of Defense."



In the year 2000, Rick Swan plans to run for president on the Buttweasel ticket.

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